

FORGOTTEN REALMS
Baldur's Gate™
DARK ALLIANCE™ II

MAPS
REVEALING EVERY
SECRET AREA!



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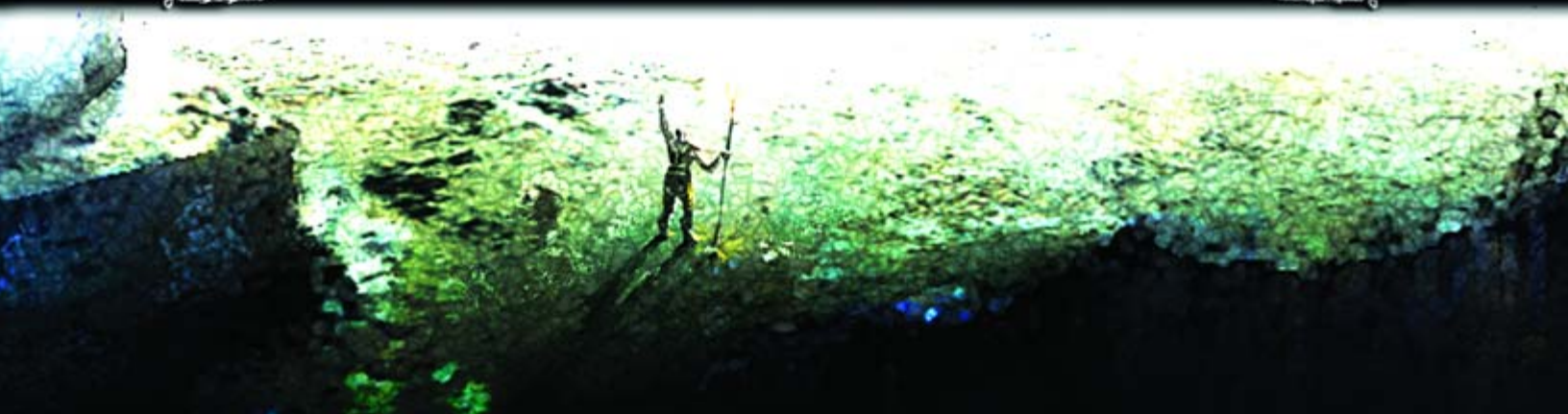
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TACTICS



If you're new to the Baldur's Gate: Dark Alliance series, start by reading the game's manual. Rather than recap the basics of how to control and develop your character, we're covering the fundamental battle strategies that lead to victory in Baldur's Gate: Dark Alliance II.

BASIC TACTICS

B DOORWAYS AND CORNERS

Whether you play solo or with a friend, you will often find yourself outnumbered. While feats like Cleave can help when you're surrounded, it's better to avoid being surrounded at all. As a general rule, when you're overwhelmed by a large group of enemies, fall back to the last doorway or corner you encountered. Some enemies won't follow you (or can't, in the case of some doorways), and even if they do, they'll then have to line up and fight you one-on-one.



B CIRCLE STRIKING

When facing a strong enemy, one of the best ways to protect yourself without sacrificing offense is to circle the enemy and strike at its side. This strategy is particularly effective versus humanoid warriors—if you circle towards their unarmed hand. For example, if your opponent has a sword in its right hand, circle counter-clockwise and strike at their shield hand (or empty hand, if they have no shield). Circle-striking is very effective against powerful foes and bosses.



B BLOCK AND RETALIATE

When your character has a shield, or two weapons (or no weapons in Vhaidra's case), you can "turtle" (block indefinitely). Against many enemies, the best strategy is to turtle up and block everything thrown at you, then briefly release the block button for a quick strike after they've swung and missed. Not every attack can be blocked (magical attacks in particular tend to be unblockable), but many powerful enemies and even some bosses have no unblockable attacks.

ADVANCED TACTICS

A FIRING BLIND

Projectile weapons don't just disappear when they hit the edge of the screen; they keep going for a little ways until they hit an obstacle or opponent. In many cases, you can hit off-screen enemies from so far away that their AI is incapable of reacting to your presence. When facing down a long, unexplored hallway, try firing a few shots ahead of you, then listen for the sound of a hit.

A DEATH FROM ABOVE

Certain feats and weapons strike down instead of straight ahead. You can use these to kill enemies from atop higher planes, or objects where they might not be able to reach you. For example, Borador's Smokepowder Bomb is thrown at an arc, Alessia's Flame Strike falls directly down, and Vhaidra's Spinning Strike is capable of hitting lower enemies. Normal polearm swings with a spear, staff, or halberd also strike slightly downward. When in areas with lots of objects you can stand on, or pits you can stand above, exploit these techniques for easy kills.



A SUMMONED HELP

Most of your opponents will focus their attacks on whatever enemy is closest, whether it's your character or a summoned pet. That makes summoning feats like Animate Dead (Ysuran), Summon Shade (Ysuran), and Spiritual Weapon (Alessia) incredibly powerful. Whenever you're facing a boss or powerful enemy, summon up an ally to take all the hits. Then use ranged techniques to defeat the enemy from afar. This is easiest for Ysuran, who has the best summon spells and great long-range techniques, but Alessia can exploit it at times, too.



A BARRICADE SNIPING

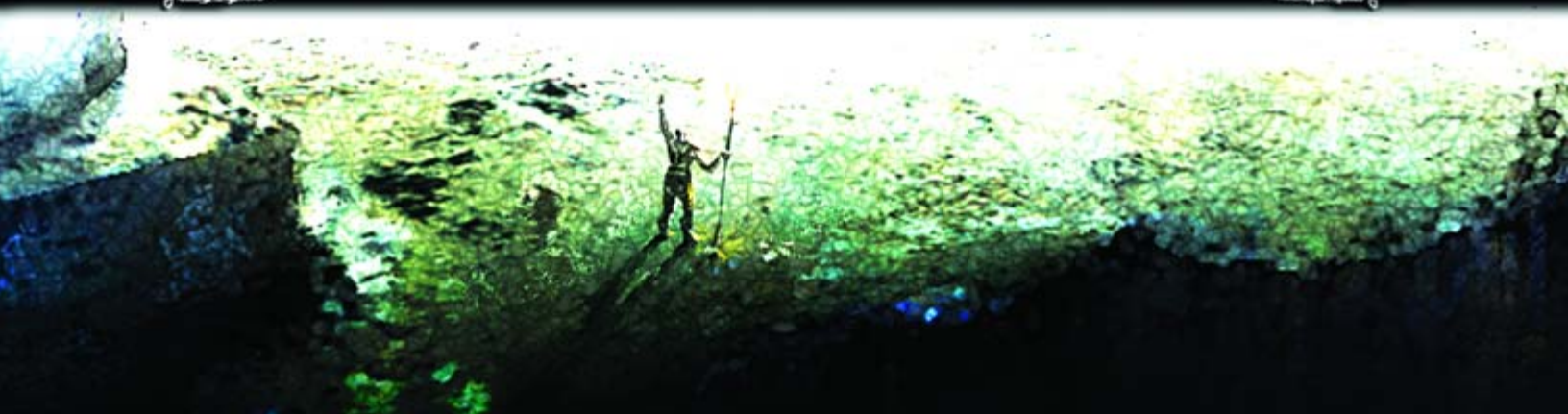
Every character except Borador is tall enough to fire over common objects like chests, crates, and barrels. Sometimes it only takes a single chest to form a simple barrier that less intelligent enemies won't be able to find a way around. You can, of course, fire a steady stream of projectiles over such barriers. Ysuran is especially good at this, since techniques like Enervation and Life Drain can hit enemies from behind all sorts of obstacles.

A THE PRE-BOSS WINDOW

When you enter a boss room, the battle typically won't begin until after you take a few steps forward—and trigger an event or conversation scene. Before you take those steps, take the opportunity to use your "buffing" active feats—Bless, Barbarian Rage, Shield, etc.—without having to risk your neck. You can even use feats like Stealth and Sanctuary, which will allow you to make your way safely to a desired position, or backstab a particularly deadly opponent at the beginning of the boss fight.



CHARACTERS



ALLESSIA FAITHHAMMER



STARTING EQUIPMENT

Cloth Boots
 Cloth Bracers
 Shoddy Lt. Mace
 Shoddy Wooden Shield

PROHIBITED ARMOR

None

PROHIBITED WEAPONS

Great weapons and bows

RANKS



STARTING FEATS

Armor Proficiency
 Cure Wounds
 Divine Strength
 Turn Undead

STRATEGY

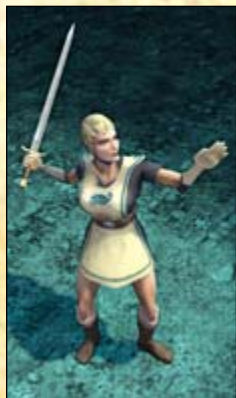
Clerical spells are nowhere near as powerful as wizard spells, but they don't need to be. Unlike Ysuran, Allessia has impressive combat stats, the ability to wear any armor, and plenty of passive feats that boost her abilities in standard melee combat. Spells are simply the icing on the cake.

Flame Strike and Turn Undead are Allessia's only offensive spells, and both are well worth their SP costs. In a two-player game, Cure Wounds and Bless are a fantastic way to strengthen the party (and your bond with the second player), but they're only marginally useful in a one-player game. Instead of getting lots of active feats, you may want to concentrate on less sexy passive feats, like Dodge (which is basically a constant Protective Ward), Two-Weapon Fighting, and a Weapon Focus of your choice.

But don't count out Allessia's wide array of "buffing" spells just because their effect is temporary; they last a fairly long time and are cheap to cast, so it's nice to have a good selection you can fire up before you approach a boss or open the door to an enemy-filled room. Protective Ward, Bless, and Divine Strength are all cheap to learn and worth the trouble to use.

Sanctuary is an interesting spell that lets you flee combat when necessary, or sneak up on a key target (like Borador's Stealth, but without the damage bonus). Careful players will find plenty of great uses for it, but those who prefer a hack-and-slash style of play should ignore it. In solo games, Spiritual Weapon is nice to have, since it draws some of the fire away from you, but it's expensive to cast and not as damaging as you might hope.

GENDER	Female
RACE	Aasimar
CLASS	Cleric of Helm
ALIGNMENT	Lawful Good



STRENGTH	12
CONSTITUTION	12
DEXTERITY	11
INTELLIGENCE	14
WISDOM	12
CHARISMA	12
HIT DIE	8

DESCRIPTION

Allessia is a Cleric of Helm—the Watcher, the Vigilant One, deity of guardians and protectors. She adventures for the cause of good, in support of the Church of Helm, and in defense of the Innocent—who she feels it is her divine duty to protect. She heard of the troubles in Baldur's Gate when a letter from Huros, her old mentor, arrived at her home in Secomber.

BEST FEAT #1: FLAME STRIKE



Allessia has only a single damage-dealing spell, but it's a doozy. Flame Strike does obscene damage right out of the gate, and can rip apart bosses, strong foes, and groups of enemies who are surrounding you closely. It's only useful at very close range, it's expensive to cast, and it leaves you open to a preemptive hit—but for that much damage, it's worth it.

BEST FEAT #2: CURE WOUNDS



In a one-player game, Cure Wounds is a decent skill to have around for when you run out of healing potions. In a two-player game, it's far better, because it heals both players and that healing is twice as valuable when there are half as many potions per player. It's a little too slow for use in combat, but you can always run back behind a rock or around a corner to use it.

BEST FEAT #3: TURN UNDEAD



There are only a handful of areas that are populated by undead enemies, but this spell makes them a snap. It doesn't do a lot of damage, but all undead within range are sent running, giving you plenty of time to shoot them down or just restore MP to use it again. In areas populated only with the undead, it's the only weapon you ever need to use.

BEST FEAT #4: BLESS



This is another skill that gains in value in two-player games. The offensive boost is fairly modest, but it's cheap to learn, cheap to cast, and lasts a long time. If you make a habit of casting this every minute or so, it's like playing with a character who is always a level or two higher than they actually are.

BEST FEAT #5: PROTECTIVE WARD/DODGE



Protective Ward offers a pretty significant defensive boost, and one that can last for nearly an entire boss battle at higher ranks. It only affects Allessia, but there's no reason not to use it before every difficult battle or boss fight. But don't bother with it until you've dropped some ranks into Dodge, which boosts your AC just as much—and permanently.



ACCURACY

Improves the accuracy and damage of ranged attacks.

R	SP	MP	EFFECT
1	2	-	+2 to hit / +1 to damage
2	4	-	+4 to hit / +2 to damage
3	6	-	+6 to hit / +3 to damage
4	8	-	+8 to hit / +4 to damage
5	10	-	+10 to hit / +5 to damage



ARMOR PROFICIENCY

Allows you to equip heavier armor for better defense.

R	SP	MP	EFFECT
1	0	-	Equip leather and padded armor
2	0	-	Equip scale armor, chain armor, and shields
3	0	-	Equip half plate and plate armor
4	-	-	-
5	-	-	-



BLESS

Increases the combat abilities of you and any allies.

R	SP	MP	EFFECT
1	1	2	+1 to hit and +1 to damage for 25 seconds
2	2	5	+2 to hit and +2 to damage for 30 seconds
3	3	8	+3 to hit and +3 to damage for 35 seconds
4	4	11	+4 to hit and +4 to damage for 40 seconds
5	5	14	+5 to hit and +5 to damage for 45 seconds



CLARITY

Reduces the casting cost of your spells.

R	SP	MP	EFFECT
1	2	-	10% reduction in cost
2	4	-	20% reduction in cost
3	6	-	30% reduction in cost
4	-	-	-
5	-	-	-



CURE WOUNDS

Heal yourself and any allies.

R	SP	MP	EFFECT
1	0	2	+10 hit points
2	2	5	+20 hit points
3	3	8	+30 hit points
4	4	11	+40 hit points
5	5	14	+50 hit points



DIVINE RESILIENCE

Temporarily boosts your Great Fortitude.

R	SP	MP	EFFECT
1	1	2	Improved regeneration for 5 seconds
2	2	3	Improved regeneration for 10 seconds
3	3	4	Improved regeneration for 15 seconds
4	4	5	Improved regeneration for 20 seconds
5	5	6	Improved regeneration for 25 seconds



FLAME STRIKE

Holy Fire called down on your enemies.

R	SP	MP	EFFECT
1	2	8	7-48 fire damage
2	4	12	8-60 fire damage
3	6	16	9-72 fire damage
4	8	20	10-84 fire damage
5	10	24	11-96 fire damage



DIVINE STRENGTH

Temporarily boosts your Strength.

R	SP	MP	EFFECT
1	2	4	+3 Strength for 35 seconds
2	4	7	+4 Strength for 45 seconds
3	6	9	+6 Strength for 55 seconds
4	8	12	+8 Strength for 65 seconds
5	10	15	+10 Strength for 75 seconds



GREAT FORTITUDE

Increases your hit point regeneration rate.

R	SP	MP	EFFECT
1	1	-	+2 HP per minute
2	2	-	+4 HP per minute
3	3	-	+6 HP per minute
4	4	-	+8 HP per minute
5	5	-	+10 HP per minute



DODGE

Enemies are more likely to miss in combat.

R	SP	MP	EFFECT
1	1	-	+1 to AC per piece of armor worn
2	2	-	+2 to AC per piece of armor worn
3	3	-	+3 to AC per piece of armor worn
4	4	-	+4 to AC per piece of armor worn
5	5	-	+5 to AC per piece of armor worn



GREAT WEAPON FOCUS

Increases your ability to fight with two-handed great weapons.

R	SP	MP	EFFECT
1	2	-	+2 to hit and +1 to damage
2	4	-	+4 to hit and +2 to damage
3	6	-	+6 to hit and +3 to damage
4	-	-	-
5	-	-	-



EMPOWER

Increases the effectiveness of various spells.

R	SP	MP	EFFECT
1	3	-	15% damage increase
2	6	-	30% damage increase
3	9	-	5% damage increase
4	-	-	-
5	-	-	-



HAND WEAPON FOCUS

Increases your ability to fight with one-handed weapons.

R	SP	MP	EFFECT
1	2	-	+2 to hit and +1 to damage
2	4	-	+4 to hit and +2 to damage
3	6	-	+6 to hit and +3 to damage
4	-	-	-
5	-	-	-



ENDURANCE

Increases your carrying capacity.

R	SP	MP	EFFECT
1	2	-	+15 pounds
2	4	-	+30 pounds
3	6	-	+45 pounds
4	8	-	+60 pounds
5	10	-	+75 pounds



IRON WILL

Increases your magic energy regeneration rate.

R	SP	MP	EFFECT
1	1	-	125%
2	2	-	150%
3	3	-	175%
4	4	-	200%
5	5	-	225%



LONG WEAPON FOCUS

Increases your ability to fight with staves, spears, and halberds.

R	SP	MP	EFFECT
1	2	-	+2 to hit and +1 to damage
2	4	-	+4 to hit and +2 to damage
3	6	-	+6 to hit and +3 to damage
4	-	-	-
5	-	-	-



PROTECTIVE WARD

Creates a protective aura around you.

R	SP	MP	EFFECT
1	1	4	+4 to armor class for 30 seconds
2	2	7	+8 to armor class for 40 seconds
3	3	10	+12 to armor class for 50 seconds
4	4	13	+16 to armor class for 60 seconds
5	5	16	+20 to armor class for 70 seconds



PURITY

Temporary poison and acid resistance; resist some status effects at higher ranks.

R	SP	MP	EFFECT
1	2	3	Resist 1 acid/poison damage for 25 seconds
2	4	4	Resist 2 acid/poison damage for 35 seconds
3	6	5	Resist 3 acid/poison damage for 45 seconds
4	8	6	Resist 4 acid/poison damage for 55 seconds
5	10	7	Resist 5 acid/poison damage for 65 seconds



SANCTUARY

Enemies will not attack you unless you attack them.

R	SP	MP	EFFECT
1	1	3	5 seconds
2	2	4	10 seconds
3	3	5	15 seconds
4	4	6	20 seconds
5	5	7	25 seconds



SPIRITUAL WEAPON

Summon the avatar of Helm's sword, "Ever Watchful." Higher ranks get stronger summons.

R	SP	MP	EFFECT
1	2	56	Summon an ally weapon
2	4	56	Summon an ally weapon
3	6	56	Summon an ally weapon
4	8	56	Summon an ally weapon
5	10	56	Summon an ally weapon



SPRINT

A quick burst of running speed.

R	SP	MP	EFFECT
1	0	1	66% increase in speed for 1 second
2	2	2	99% increase in speed for 1 second
3	3	3	132% increase in speed for 1 second
4	4	4	165% increase in speed for 1 second
5	5	5	198% increase in speed for 1 second



TOUGHNESS

Grants you extra Hit Points.

R	SP	MP	EFFECT
1	1	-	+6 hit points
2	2	-	+12 hit points
3	3	-	+18 hit points
4	4	-	+24 hit points
5	5	-	+30 hit points



TWO-WEAPON FIGHTING

Improves your ability to fight with two weapons at once.

R	SP	MP	EFFECT
1	3	-	90% primary damage/30% off-hand damage
2	6	-	100% primary damage/40% off-hand damage
3	9	-	110% primary damage/50% off-hand damage
4	12	-	120% primary damage/60% off-hand damage
5	15	-	130% primary damage/70% off-hand damage



TURN UNDEAD

Repels and damages nearby undead.

R	SP	MP	EFFECT
1	0	3	15-28 damage
2	4	6	20-36 damage
3	6	9	25-44 damage
4	8	12	30-52 damage
5	10	15	35-60 damage



WILLPOWER

Grants you extra magic energy.

R	SP	MP	EFFECT
1	1	-	+5 magic energy
2	2	-	+10 magic energy
3	3	-	+15 magic energy
4	4	-	+20 magic energy
5	5	-	+25 magic energy

CLASS CHANGE: PALADIN

How to Class Change

Baldur's Gate contact: Huros

Whenever Allessia visits the Church of Helm on Baldur's Gate's main street, Huros will hit her up for some cash to buy braces for orphans or shoes for lepers or whatnot. Cough up the cash, for you always get as many experience points as you spend gold. The first donation is 2,000 gold, and it doubles from there until ending at 16,000. In Act III, if you've given the final donation, Huros will make a class change quest available.

Class Change Feats

For her class change, Allessia gets to become... Dorn? Yep, she now has most of his starting feats, and can further improve her standard combat skills. Combat Reflexes is always nice, Death Blow is always a waste, and Improved Critical certainly has its uses—especially if you use the crossbow a lot.

Power Attack isn't worth the trouble at this point, but Cleave is quite strong, and it only costs 2 SP. Higher ranks improve so marginally they're barely worth the trouble. The same is not true for Sunder, which is pretty good if you want to put a lot of points into it, but not necessarily your best call overall.

The only new feat that's exclusive to Allessia is Smite Evil, which is similar to Power Attack but especially potent against the undead. Of course, Allessia is already quite strong against undead, so this is a little redundant. Shield Bash and Shield Expertise give you an incentive to use shields, but that may be too high of a price to pay if you've already focused on Two-Weapon Fighting.



CLEAVE

Attack multiple targets with one swing.

R	SP	MP	EFFECT
1	2	3	+1 damage
2	4	5	+2 damage
3	6	7	+3 damage
4	8	9	+4 damage
5	10	11	+5 damage



COMBAT REFLEXES

Increases the speed of your attacks.

R	SP	MP	EFFECT
1	2	-	Speed Increases
2	4	-	Speed Increases
3	6	-	Speed Increases
4	8	-	Speed Increases
5	10	-	Speed Increases



DEATH BLOW

Increases the damage inflicted by a critical hit.

R	SP	MP	EFFECT
1	1	-	+2 damage
2	2	-	+4 damage
3	3	-	+6 damage
4	4	-	+8 damage
5	5	-	+10 damage



IMPROVED CRITICAL

Increases your chance of a critical hit with melee attacks.

R	SP	MP	EFFECT
1	1	-	+3% chance of critical hit
2	2	-	+6% chance of critical hit
3	3	-	+9% chance of critical hit
4	4	-	+12% chance of critical hit
5	5	-	+15% chance of critical hit



POWER ATTACK

Inflicts additional damage upon enemies with any melee weapon.

R	SP	MP	EFFECT
1	1	2	+2 damage per hit
2	2	2	+4 damage per hit
3	3	2	+6 damage per hit
4	4	2	+8 damage per hit
5	5	2	+10 damage per hit



SHIELD BASH

A short dash forward that damages and stuns your enemy.

R	SP	MP	EFFECT
1	2	8	Stun target for 1 second, inflict 4-9 damage
2	4	12	Stun target for 2 seconds, inflict 7-14 damage
3	6	16	Stun target for 2 seconds, inflict 10-19 damage
4	8	20	Stun target for 3 seconds, inflict 13-24 damage
5	10	24	Stun target for 3 seconds, inflict 16-29 damage



SHIELD EXPERTISE

Gain additional armor bonus and physical damage resistance from your shield.

R	SP	MP	EFFECT
1	2	-	+3 AC and damage resistance
2	4	-	+6 AC and damage resistance
3	6	-	+9 AC and damage resistance
4	8	-	+12 AC and damage resistance
5	10	-	+15 AC and damage resistance


SMITE EVIL
Inflicts additional damage and can disrupt undead.

R	SP	MP	EFFECT
1	1	2	+1 damage, 8% chance to disrupt undead
2	2	4	+2 damage, 11% chance to disrupt undead
3	3	6	+3 damage, 14% chance to disrupt undead
4	4	8	+4 damage, 17% chance to disrupt undead
5	5	10	+5 damage, 20% chance to disrupt undead


SUNDER
Decrease your opponent's defenses and gain a small damage increase on subsequent attacks.

R	SP	MP	EFFECT
1	2	3	-4 Enemy Armor Class
2	4	4	-8 Enemy Armor Class
3	6	5	-12 Enemy Armor Class
4	8	6	-16 Enemy Armor Class
5	10	7	-20 Enemy Armor Class

BORADOR GOLDHAND



GENDER	Male
RACE	Shield Dwarf
CLASS	Rogue
ALIGNMENT	Lawful Neutral



STRENGTH	10
CONSTITUTION	16
DEXTERITY	15
INTELLIGENCE	10
WISDOM	10
CHARISMA	10
HIT DIE	6

DESCRIPTION

Borador is a treasure-hunter—a particularly tough breed of rogue who adventures for the singular purpose of looting otherwise unclaimed wealth from ruins, monster lairs, and other extremely dangerous places. Foul-mouthed, greedy, and taciturn, Borador refuses to speak of his past, and his clan-name is a closely-guarded secret. He has, however, been given the moniker "Goldhand" for his legendary avarice.

STARTING EQUIPMENT



Cloth Armor
 Cloth Boots
 Cloth Bracers
 Shoddy Crossbow

PROHIBITED ARMOR

Can't use a shield, or medium or heavy armor (e.g., scale mail, chain mail, half plate, and full plate) without putting ability points into Armor Proficiency.

PROHIBITED WEAPONS

None

RANKS	STARTING FEATS
 	Armor Proficiency
 	Ransack

STRATEGY

Borador is a great all-around character with a lot of surprising strengths in very different areas. Dwarves are traditionally axe-swinging melee tanks, but if that's what you're looking for in *BGDIII*, Dorn's a better pick. If you're looking for a solid melee fighter, a great sniper, a sneaky backstabber, someone who can ignore traps, and a character who has enough cash to use and abuse the item creation system, then Borador is your dwarf.

Borador's best active feat is the amazingly powerful Hail of Bolts. Precise Shot is a decent skill that comes in handy against certain bosses, but Hail of Bolts is always useful. Smokepowder Bolt is just redundant, but the other smokepowder skills are fun. Smokepowder Bomb allows you to cheaply kill enemies from high places, and Smokepowder Satchel lets you set damaging traps in thin corridors and doorways. Stealth is a great feat that lets you sneak around and backstab particularly dangerous targets.

Borador has plenty of good passive feats, too. Dodge and Evasion are the best defensive skills in the game, and should be a high priority. Borador can learn Two-Weapon Fighting, but after his class change he'll gain a pair of good shield feats, so you may want to skip that altogether and put some points in Hand Weapon Focus, preparing for the day when your best melee configuration is a long sword in one hand and a shield in the other. Early in the game, it's best to concentrate on crossbow skills, anyway.

Accuracy is the obvious choice for improving your long-range game, but Improved Critical is also worth a careful look. Crossbows do triple damage on a critical hit (most weapons do double), so that skill is especially good for Borador. Finally, Forge Lore makes weapon upgrades cheaper, and Ransack puts more gold in your pocket, allowing you to enhance your crossbow often without losing a fortune. I recommend adding Aquamarine (for the slowing effect of ice) and Pearls (for even more ranks in Improved Critical).

BEST FEAT #1:

HAIL OF BOLTS



In the original *BGDA*, you had to weigh the power of a multi-shot attack versus the speed with which it ate through your ammunition supply. Now that ammo is unlimited, Hail of Bolts has no downside whatsoever. Whether you're using it to clear a room or as a powerful point-blank attack against one foe (few melee weapons can do as much damage as six bolts), Hail of Bolts is a killer.

BEST FEAT #2:

STEALTH



If you like to choose your battles, Stealth is a great way of sneaking by enemies and snagging their loot without confrontation. Even if you insist on killing every last warm body on the map, Stealth is a fantastic way of slipping behind archers or shamans without risk—and the damage bonus certainly never hurts. The only caveat: If you use Stealth often, you'll need to buy some ranks in Iron Will to make it last.

BEST FEAT #3:

FORGE LORE



The power boost provided by a magically loaded weapon, trinket, or armament can have a huge impact on the game, but most characters will never have enough cash to commission the best items, or at least not very often. With this feat, Borador can afford to make and break dozens of items in the course of the game, and by the game's end can be fully loaded with magic'd out *everything*.

BEST FEAT #4:

SMOKEPOWDER BOMB



Smokepowder Bomb rarely does as much damage as a good Hail of Bolts or Smokepowder Satchel blast, but it has one advantage over those attacks: it's thrown in an arc. That means you can stand on a pile of crates, or a small hill, or the lip of a pit, and nail enemies below that may not be able to reach you. As a fire-based attack, it's also useful for killing trolls.

BEST FEAT #5:

RANSACK



Against enemies, Ransack is only useful early in the game—when your weapons don't do much damage, and against weak foes like goblins that continue to pop up until the game's final act. But you can always Ransack a treasure chest, and if you do so regularly, those extra treasures will add up to give Borador a significant financial advantage over other characters.



ACCURACY

Improves the accuracy and damage of ranged attacks.

R	SP	MP	EFFECT
1	2	-	+2 to hit / +1 to damage
2	4	-	+4 to hit / +2 to damage
3	6	-	+6 to hit / +3 to damage
4	8	-	+8 to hit / +4 to damage
5	10	-	+10 to hit / +5 to damage



ARMOR PROFICIENCY

Allows you to equip heavier armor for better defense.

R	SP	MP	EFFECT
1	0	-	Equip leather and padded armor
2	6	-	Equip scale armor, chain armor, and shields
3	8	-	Equip half plate and plate armor
4	-	-	-
5	-	-	-



COMBAT REFLEXES

Increases the speed of your attacks.

R	SP	MP	EFFECT
1	2	-	Speed Increases
2	4	-	Speed Increases
3	6	-	Speed Increases
4	8	-	Speed Increases
5	10	-	Speed Increases



DODGE

Enemies are more likely to miss in combat.

R	SP	MP	EFFECT
1	1	-	+1 to AC per piece of armor worn
2	2	-	+2 to AC per piece of armor worn
3	3	-	+3 to AC per piece of armor worn
4	4	-	+4 to AC per piece of armor worn
5	5	-	+5 to AC per piece of armor worn



ENDURANCE

Increases your carrying capacity.

R	SP	MP	EFFECT
1	2	-	+15 pounds
2	4	-	+30 pounds
3	6	-	+45 pounds
4	8	-	+60 pounds
5	10	-	+75 pounds



EVASION

Aids in damage reduction from certain magical attacks.

R	SP	MP	EFFECT
1	1	-	+10% damage reduction
2	2	-	+20% damage reduction
3	3	-	+30% damage reduction
4	4	-	+40% damage reduction
5	5	-	+50% damage reduction



FORGE LORE

Decreases the cost of creating and disassembling magic items.

R	SP	MP	EFFECT
1	3	-	15% cost reduction
2	6	-	30% cost reduction
3	9	-	45% cost reduction
4	12	-	60% cost reduction
5	15	-	75% cost reduction



GREAT FORTITUDE

Increases your hit point regeneration rate.

R	SP	MP	EFFECT
1	1	-	+2 HP per minute
2	2	-	+4 HP per minute
3	3	-	+6 HP per minute
4	4	-	+8 HP per minute
5	5	-	+10 HP per minute



HAIL OF BOLTS

Allows you to fire multiple bolts at once.

R	SP	MP	EFFECT
1	2	5	2 bolts
2	4	8	3 bolts
3	6	11	4 bolts
4	8	14	5 bolts
5	10	17	6 bolts



HAND WEAPON FOCUS

Increases your ability to fight with one-handed weapons.

R	SP	MP	EFFECT
1	2	-	+2 to hit and +1 to damage
2	4	-	+4 to hit and +2 to damage
3	6	-	+6 to hit and +3 to damage
4	-	-	-
5	-	-	-



IMPROVED CRITICAL

Increases your chance of a critical hit with melee attacks.

R	SP	MP	EFFECT
1	1	-	+5% chance of critical hit
2	2	-	+10% chance of critical hit
3	3	-	+15% chance of critical hit
4	4	-	+20% chance of critical hit
5	5	-	+25% chance of critical hit



SMOKEPOWDER BOLT

Fire a burning bolt with your crossbow.

R	SP	MP	EFFECT
1	1	3	+1-5 fire damage
2	2	5	+2-10 fire damage
3	3	7	+3-15 fire damage
4	4	9	+4-20 fire damage
5	5	11	+5-25 fire damage



IRON WILL

Increases your magic energy regeneration rate.

R	SP	MP	EFFECT
1	1	-	125%
2	2	-	150%
3	3	-	175%
4	4	-	200%
5	5	-	225%



SMOKEPOWDER BOMB

Hurl an explosive bomb at your enemies.

R	SP	MP	EFFECT
1	1	3	+5-10 fire damage
2	2	5	+10-20 fire damage
3	3	7	+15-30 fire damage
4	4	9	+20-40 fire damage
5	5	11	+25-50 fire damage



LONG WEAPON FOCUS

Increases your ability to fight with staves, spears, and halberds.

R	SP	MP	EFFECT
1	2	-	+2 to hit and +1 to damage
2	4	-	+4 to hit and +2 to damage
3	6	-	+6 to hit and +3 to damage
4	-	-	-
5	-	-	-



SMOKEPOWDER SATCHEL

Place and later detonate an explosive satchel charge.

R	SP	MP	EFFECT
1	2	4	35 damage, 3 foot radius
2	4	8	70 damage, 6 foot radius
3	6	12	105 damage, 9 foot radius
4	8	16	140 damage, 12 foot radius
5	10	20	175 damage, 15 foot radius



PRECISE SHOT

You can make more accurate, damaging shots with a crossbow.

R	SP	MP	EFFECT
1	1	3	+1 to hit and +15% to damage
2	2	5	+2 to hit and +30% to damage
3	3	7	+3 to hit and +45% to damage
4	4	9	+4 to hit and +60% to damage
5	5	11	+5 to hit and +75% to damage



SPRINT

A quick burst of running speed.

R	SP	MP	EFFECT
1	0	1	66% increase in speed for 1 second
2	2	2	99% increase in speed for 1 second
3	3	3	132% increase in speed for 1 second
4	4	4	165% increase in speed for 1 second
5	5	5	198% increase in speed for 1 second



RANSACK

Knock additional loot out of enemies.

R	SP	MP	EFFECT
1	0	3	1-6 damage and 13% chance for additional treasure
2	4	5	2-12 damage and 16% chance for additional treasure
3	6	7	3-18 damage and 19% chance for additional treasure
4	8	9	4-24 damage and 22% chance for additional treasure
5	10	11	5-30 damage and 25% chance for additional treasure



STEALTH

Allows you to avoid enemies and make sneak attacks.

R	SP	MP	EFFECT
1	1	-	2-6 extra damage to sneak attacks
2	2	-	4-12 extra damage to sneak attacks
3	3	-	6-18 extra damage to sneak attacks
4	4	-	8-24 extra damage to sneak attacks
5	5	-	10-30 extra damage to sneak attacks



TOUGHNESS

Grants you extra Hit Points.

R	SP	MP	EFFECT
1	1	-	+6 hit points
2	2	-	+12 hit points
3	3	-	+18 hit points
4	4	-	+24 hit points
5	5	-	+30 hit points



TWO-WEAPON FIGHTING

Improves your ability to fight with two weapons at once.

R	SP	MP	EFFECT
1	3	-	90% primary damage/30% off-hand damage
2	6	-	100% primary damage/40% off-hand damage
3	9	-	110% primary damage/50% off-hand damage
4	12	-	120% primary damage/60% off-hand damage
5	15	-	130% primary damage/70% off-hand damage



WILLPOWER

Grants you extra magic energy.

R	SP	MP	EFFECT
1	1	-	+5 magic energy
2	2	-	+10 magic energy
3	3	-	+15 magic energy
4	4	-	+20 magic energy
5	5	-	+25 magic energy

CLASS CHANGE: DWARVEN HERO

How to Class Change

Baldur's Gate contact: Durbem

Durbem hangs out in Baldur's Gate's Purple Wyrn Inn, where he'll give Borador a key to the Halls of the Hammer treasure room and accept money to fund the revival of Borador's clan. Pay him all you can, earn experience bonuses for your generosity, and return in Act III to gain access to Borador's exclusive class change quest: "Retake Gandam's Hold and Mine."

There's a lot to look forward to with Borador's class change; his list of feats grows more impressive by a considerable margin, and his overall utility as a player-character is increased dramatically. Don't let his size fool you!

Class Change Feats

As a Dwarven Hero, Borador gains access to the feats that put the shield in "shield dwarf." He's already a tough little brute when you start your adventure, but he really comes into his own once his full dwarven potential is realized. Shield Expertise is a great place to start, since it provides generous defensive bonuses. Shield Bash gives Borador a version of Vhaidra's ever-useful Stunning Blow—if you like to take a cheap shot against a helpless fool now and again, don't pass it up. The catch is that you have to use shields, so that means abandoning the option of fighting with two weapons and ignoring your new Great Weapon Focus feat.

No matter what weapon configuration you choose, you can immediately begin harnessing the power of Cleave, which only requires a one-rank purchase to be immediately effective. Cleave will no doubt become a close friend of yours in your coming adventures. Dwarven War Song is another skill that will come in handy no matter which way you go, although the bonuses are fairly modest.



CLEAVE

Attack multiple targets with one swing.

R	SP	MP	EFFECT
1	2	3	+1 damage
2	4	5	+2 damage
3	6	7	+3 damage
4	8	9	+4 damage
5	10	11	+5 damage



DEATH BLOW

Increases the damage inflicted by a critical hit.


R	SP	MP	EFFECT
1	1	-	+2 damage
2	2	-	+4 damage
3	3	-	+6 damage
4	4	-	+8 damage
5	5	-	+10 damage





DWARVEN WARSONG


Bellow to temporarily increase combat ability.

R	SP	MP	EFFECT
1	1	3	+1 to hit / +1 damage
2	2	6	+2 to hit / +2 damage
3	3	9	+3 to hit / +3 damage
4	4	12	+4 to hit / +4 damage
5	5	15	+5 to hit / +5 damage

<div>  GREAT WEAPON FOCUS </div>			
Increases your ability to fight with two-handed great weapons.			
R	SP	MP	EFFECT
1	2	-	+2 to hit and +1 to damage
2	4	-	+4 to hit and +2 to damage
3	6	-	+6 to hit and +3 to damage
4	-	-	-
5	-	-	-

<div>  SHIELD BASH </div>			
A short dash forward that damages and stuns your enemy.			
R	SP	MP	EFFECT
1	2	8	Stun target for 1 second, inflict 4-9 damage
2	4	12	Stun target for 2 seconds, inflict 7-14 damage
3	6	16	Stun target for 2 seconds, inflict 10-19 damage
4	8	20	Stun target for 3 seconds, inflict 13-24 damage
5	10	24	Stun target for 3 seconds, inflict 16-29 damage


<div>  SHIELD EXPERTISE </div>			
Gain additional armor bonus and physical damage resistance from your shield.			
R	SP	MP	EFFECT
1	2	-	+3 AC and damage resistance
2	4	-	+6 AC and damage resistance
3	6	-	+9 AC and damage resistance
4	8	-	+12 AC and damage resistance
5	10	-	+15 AC and damage resistance

<div>  SUNDER </div>			
Decrease your opponent's defenses and gain a small damage increase on subsequent attacks.			
R	SP	MP	EFFECT
1	2	3	-4 Enemy Armor Class
2	4	4	-8 Enemy Armor Class
3	6	5	-12 Enemy Armor Class
4	8	6	-16 Enemy Armor Class
5	10	7	-20 Enemy Armor Class

DORN REDBEAR



GENDER	Male
RACE	Human
CLASS	Barbarian
ALIGNMENT	Chaotic Good

	STRENGTH	16
	CONSTITUTION	14
	DEXTERITY	10
	INTELLIGENCE	10
	WISDOM	10
	CHARISMA	11
HIT DIE		12

DESCRIPTION

Dorn is a massive, carousing, thrill-seeking barbarian from one of the many tribes that roam the plains of the Western Heartlands. He adventures for the glory and sheer thrill of it, hoping to drink as much liquor and love as many women as he can in the process.

STARTING EQUIPMENT

Cloth Boots
Cloth Bracers
Shoddy Handaxe
Shoddy Short Sword

PROHIBITED ARMOR

Can't wear heavy armor (half plate and full plate) without putting ability points into Armor Proficiency.

PROHIBITED WEAPONS

None

RANKS	STARTING FEATS
● ●	Armor Proficiency
● ●	Barbarian Rage
● ●	Sprint

STRATEGY

Dorn is by far the strongest of the five characters, both in offense and defense. He is especially deadly in melee combat; feats like Hero's Arm, Two-Weapon Fighting, and Great Weapon Focus allow him to dual-wield the game's strongest weapons without drawbacks, and if that's still not enough, he can always enter a Barbarian Rage that will power him up at the expense of his armor class. When he gets a few points in these feats, it will be rare that you'll encounter a regular enemy he can't eliminate in one shot.

Dorn has fairly strong defensive feats to start with, like Dodge and Hero's Mantle, and they only get better when he class changes and gets access to Barkskin and Heart of the Bear. But you will need to spend some points on Armor Proficiency if you ever want to equip plate and half-plate armor. Of course, you can always neglect the defensive feats entirely, since Dorn naturally has more hit points than any other character.

Dorn's main flaw is a lack of active feats that limit him to standard block-and-swing battle tactics. This can make him a fairly dull character to play, depending on your play style. Barbarian Rage and Sunder are nice when you want to pound on a boss, and Cleave is a great crowd-clearer (buy it early, but don't waste points improving it until you run out of better options, since it improves little at higher ranks). Sprint comes in handy when fighting widely spaced enemies, but what Dorn really needs is a good spell or long-range technique that lets him get fancy on bosses... something he'll lack until he gets Bale Arm after his class change.

BEST FEAT #1:

HERO'S ARM



What could be cooler than wielding a great axe or halberd in either hand? Hero's Arm is expensive, but well worth it. Plan for this by spending your early skill points on Two-Weapon Fighting and Great Weapon Focus instead of Hand Weapon Focus. Once you have Hero's Arm, you'll never touch a long sword again.

BEST FEAT #2:

CLEAVE



Cleave is a lot better than it was in BGDA, when you had to buy multiple ranks to do more damage than a standard hit. Now it starts out doing slightly better than normal damage, so if you're ever facing more than one enemy, there's no reason not to use it. It costs only a few magic points to use and in the right situation can wipe out four or five enemies at once.

BEST FEAT #3:

HERO'S MANTLE



Most of the damage you take comes from physical attacks, so this feat effectively boosts your Armor Class by the amount shown. Early in the game it's almost as good as Dodge, and it costs the same. But unlike Dodge, which becomes less relevant at higher levels, Hero's Mantle is always proportionately useful.

BEST FEAT #4: TWO-WEAPON FIGHTING



Most characters can use this, but Dorn has so few active feats that he'll find the skill points to max it out long before everyone else. And with no contact in Baldur's Gate asking him for cash, he'll have plenty of bucks to spend commissioning a pair of deadly magic weapons.


BEST FEAT #5:


BARBARIAN RAGE





When you just don't have time to mess around, Barbarian Rage can end boss battles in a few hits or allow Dorn to cut through hill giants like common goblins. Sure, it lowers your AC and prevents you from blocking, but Dorn has a ton of hit points and good defensive feats, so he can soak up some damage. And besides, some times the best defense is simply killing your opponent in one hit!


CHARACTERS - DORN REDBEAR


<div>  ACCURACY </div>			
<i>Improves the accuracy and damage of ranged attacks.</i>			
R	SP	MP	EFFECT
1	2	-	+2 to hit / +1 to damage
2	4	-	+4 to hit / +2 to damage
3	6	-	+6 to hit / +3 to damage
4	8	-	+8 to hit / +4 to damage
5	10	-	+10 to hit / +5 to damage


<div>  ARMOR PROFICIENCY </div>			
<i>Allows you to equip heavier armor for better defense.</i>			
R	SP	MP	EFFECT
1	0	-	Equip leather and padded armor
2	0	-	Equip scale armor, chain armor, and shields
3	8	-	Equip half plate and plate armor
4	-	-	-
5	-	-	-


<div>  BARBARIAN RAGE </div>			
<i>Allows you to enter a state of barbaric rage. Note: Dorn begins with one rank in this ability.</i>			
R	SP	MP	EFFECT
1	0	6	+1 to hit, +1-6 damage, -2 AC
2	2	9	+2 to hit, +2-12 damage, -4 AC
3	3	12	+3 to hit, +3-18 damage, -6 AC
4	4	15	+4 to hit, +4-24 damage, -8 AC
5	5	18	+5 to hit, +5-30 damage, -10 AC


<div>  CLEAVE </div>			
<i>Attack multiple targets with one swing.</i>			
R	SP	MP	EFFECT
1	2	3	+1 damage
2	4	5	+2 damage
3	6	7	+3 damage
4	8	9	+4 damage
5	10	11	+5 damage


<div>  COMBAT REFLEXES </div>			
<i>Increases the speed of your attacks.</i>			
R	SP	MP	EFFECT
1	2	-	Speed Increases
2	4	-	Speed Increases
3	6	-	Speed Increases
4	8	-	Speed Increases
5	10	-	Speed Increases

<div>  DEATH BLOW </div>			
<i>Increases the damage inflicted by a critical hit.</i>			
R	SP	MP	EFFECT
1	1	-	+2 damage
2	2	-	+4 damage
3	3	-	+6 damage
4	4	-	+8 damage
5	5	-	+10 damage

<div>  DODGE </div>			
<i>Enemies are more likely to miss in combat.</i>			
R	SP	MP	EFFECT
1	1	-	+1 to AC per piece of armor worn
2	2	-	+2 to AC per piece of armor worn
3	3	-	+3 to AC per piece of armor worn
4	4	-	+4 to AC per piece of armor worn
5	5	-	+5 to AC per piece of armor worn

<div>  ENDURANCE </div>			
<i>Increases your carrying capacity.</i>			
R	SP	MP	EFFECT
1	2	-	+15 pounds
2	4	-	+30 pounds
3	6	-	+45 pounds
4	8	-	+60 pounds
5	10	-	+75 pounds

<div>  GREAT FORTITUDE </div>			
<i>Increases your hit point regeneration rate.</i>			
R	SP	MP	EFFECT
1	1	-	+2 HP per minute
2	2	-	+4 HP per minute
3	3	-	+6 HP per minute
4	4	-	+8 HP per minute
5	5	-	+10 HP per minute

<div>  GREAT WEAPON FOCUS </div>			
<i>Increases your ability to fight with two-handed great weapons.</i>			
R	SP	MP	EFFECT
1	2	-	+2 to hit and +1 to damage
2	4	-	+4 to hit and +2 to damage
3	6	-	+6 to hit and +3 to damage
4	-	-	-
5	-	-	-



HAND WEAPON FOCUS

Increases your ability to fight with one-handed weapons.

R	SP	MP	EFFECT
1	2	-	+2 to hit and +1 to damage
2	4	-	+4 to hit and +2 to damage
3	6	-	+6 to hit and +3 to damage
4	-	-	-
5	-	-	-



HERO'S ARM

Allows you to wield great weapons in only one hand.

R	SP	MP	EFFECT
1	15	-	Grants the above ability
2	-	-	-
3	-	-	-
4	-	-	-
5	-	-	-



HERO'S MANTLE

Resistance to physical damage.

R	SP	MP	EFFECT
1	1	-	+5% damage reduction
2	2	-	+10% damage reduction
3	3	-	+15% damage reduction
4	4	-	+20% damage reduction
5	5	-	+25% damage reduction



IMPROVED CRITICAL

Increases your chance of a critical hit with melee attacks.

R	SP	MP	EFFECT
1	1	-	+5% chance of critical hit
2	2	-	+10% chance of critical hit
3	3	-	+15% chance of critical hit
4	4	-	+20% chance of critical hit
5	5	-	+25% chance of critical hit



IRON WILL

Increases your magic energy regeneration rate.

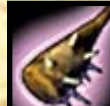
R	SP	MP	EFFECT
1	1	-	125%
2	2	-	150%
3	3	-	175%
4	4	-	200%
5	5	-	225%



LONG WEAPON FOCUS

Increases your ability to fight with staves, spears, and halberds.

R	SP	MP	EFFECT
1	2	-	+2 to hit and +1 to damage
2	4	-	+4 to hit and +2 to damage
3	6	-	+6 to hit and +3 to damage
4	-	-	-
5	-	-	-



POWER ATTACK

Inflicts additional damage upon enemies with any melee weapon.

R	SP	MP	EFFECT
1	1	2	+2 damage per hit
2	2	2	+4 damage per hit
3	3	2	+6 damage per hit
4	4	2	+8 damage per hit
5	5	2	+10 damage per hit



SPRINT

A quick burst of running speed.

R	SP	MP	EFFECT
1	0	1	66% increase in speed for 1 second
2	2	2	99% increase in speed for 1 second
3	3	3	132% increase in speed for 1 second
4	4	4	165% increase in speed for 1 second
5	5	5	198% increase in speed for 1 second



SUNDER

Decrease your opponent's defenses and gain a small damage increase on subsequent attacks.

R	SP	MP	EFFECT
1	2	3	-4 Enemy Armor Class
2	4	4	-8 Enemy Armor Class
3	6	5	-12 Enemy Armor Class
4	8	6	-16 Enemy Armor Class
5	10	7	-20 Enemy Armor Class



TOUGHNESS

Grants you extra Hit Points.

R	SP	MP	EFFECT
1	1	-	+6 hit points
2	2	-	+12 hit points
3	3	-	+18 hit points
4	4	-	+24 hit points
5	5	-	+30 hit points



TWO-WEAPON FIGHTING

Improves your ability to fight with two weapons at once.

R	SP	MP	EFFECT
1	3	-	90% primary damage/30% off-hand damage
2	6	-	100% primary damage/40% off-hand damage
3	9	-	110% primary damage/50% off-hand damage
4	12	-	120% primary damage/60% off-hand damage
5	15	-	130% primary damage/70% off-hand damage



BALE ARM

Allows you to hurl two throwing weapons at the same time.

R	SP	MP	EFFECT
1	6	3	Grants the above ability
2	-	-	-
3	-	-	-
4	-	-	-
5	-	-	-



WILLPOWER

Grants you extra magic energy.

R	SP	MP	EFFECT
1	1	-	+5 magic energy
2	2	-	+10 magic energy
3	3	-	+15 magic energy
4	4	-	+20 magic energy
5	5	-	+25 magic energy



BARKSKIN

Makes your skin as tough as bark.

R	SP	MP	EFFECT
1	2	-	+3 to armor class
2	4	-	+6 to armor class
3	6	-	+9 to armor class
4	8	-	+12 to armor class
5	10	-	+15 to armor class

CLASS CHANGE: BARBARIAN/DRUID

How to Class Change

Baldur's Gate contact: Randalla

Dorn is the only characters with no special contact in Baldur's Gate; he can't donate money to earn experience rewards. At least his class change quest is free; Randalla gives it to you as soon as Act III begins, and you can spend the money you saved on a bad ass weapon of your choice.

Class Change Feats

Bale Arm is great; Dorn is in need of a good long-range ability. This one effectively doubles your throwing weapon damage. Animal Friendship is cool; you can turn away animals, or compel them to fight for you. Too bad you get it late in the game when animal enemies are rare. Resist Elements is good for bosses; the shield lasts a fair amount of time and later game bosses rely heavily on elemental attacks. But it's expensive, and you could spend those points on defensive passive feats that are useful in every situation. Heart of the Bear is great, and Barkskin helps make Dorn a titan on defense. Heart of the Wolf isn't particularly practical (unless you really like stealing experience and dropped items from a second player), but a speed boost does make Dorn more fun to play.



ANIMAL FRIENDSHIP

Allows you to charm animals.

R	SP	MP	EFFECT
1	1	8	Duration: 6 seconds
2	2	10	Duration: 12 seconds
3	3	12	Duration: 18 seconds
4	4	14	Duration: 24 seconds
5	5	16	Duration: 30 seconds



RESIST ELEMENTS

Aids in elemental damage resistance.

R	SP	MP	EFFECT
1	3	8	+10% elemental damage resistance
2	6	10	+20% elemental damage resistance
3	9	12	+30% elemental damage resistance
4	12	14	+40% elemental damage resistance
5	15	16	+50% elemental damage resistance

VHAIDRA UOSWIIR



GENDER	Female
RACE	Dark Elf
CLASS	Monk
ALIGNMENT	Lawful Evil



STRENGTH	12
CONSTITUTION	10
DEXTERITY	17
INTELLIGENCE	10
WISDOM	10
CHARISMA	10
HIT DIE	8

DESCRIPTION

Vhaidra fled Menzoberranzan when her family fell under attack by a coalition of other noble houses. Driven by a cruel mixture of rigid honor and seething hatred, Vhaidra now adventures to hone her already deadly martial skills—all in preparation for her triumphant and bloody return. Her half-sister Ulua awaits her arrival in Baldur's Gate; Vhaidra intends to use the troubles there for her own benefit.

STARTING EQUIPMENT

Cloth Armor
Cloth Boots
Cloth Bracers
Shoddy Staff

PROHIBITED ARMOR

Can't wear a shield or medium or heavy armor (scale mail, chain mail, half plate, and full plate) without putting ability points into Armor Proficiency.

PROHIBITED WEAPONS

Great weapons

RANKS	STARTING FEATS
●	Armor Proficiency
●	Sprint
●	Unarmed Combat

STRATEGY

Vhaidra is a very unusual character in that her two best combat modes are ones that no other character favors. She alone has the Unarmed Combat feat that makes her fists a stunningly (literally) powerful weapon, and she alone has feats that make use of under-appreciated long weapons like staves. While she can use two-weapon fighting or sword-and-shield style combat, she'll be unable to use any offensive active feats if she does. To play as Vhaidra is to severely limit your offensive options early in the game, in exchange for the promise of several fantastic feats after her class change.

Unarmed Combat is Vhaidra's bread and butter. Occasionally you will want to use staves or bows, but if you have several ranks in Unarmed Combat, you'll find that few other weapons can compete with the speed and utility of her fists. When fighting bare-handed, you can use the Stunning Blow feat, a forward lunge which nearly always results in a stun, and Sweep Attack, a Cleave-like skill that hits most enemies in front of you and knocks them back as well. Vhaidra's other active feat of note is Spinning Strike, which Cleaves with a staff, knocks enemies back, and can even hit enemies below you. That feat alone is reason to keep a good staff on hand, but Long Weapon Focus helps, too.

Like Borador, Vhaidra has access to both Dodge and Evasion feats, a combo that gives her a solid defense in any given situation. Exclusive feats like Diamond Body and Deflect Missiles also bolster her defense, although they are very situational. At least they come cheap!

Vhaidra's capabilities may seem strangely limited. After all, only Dorn has a weaker selection of feats, and he has plenty of raw strength and hardness to make up for it. But Vhaidra has an ace up her sleeve; of all the characters, she gains the most from her Act III class change.

BEST FEAT #1: UNARMED COMBAT



As long as you keep buying ranks in Unarmed Combat, you'll be pleased with the power of Vhaidra's fists early in the game. They hit fast, they block well, and they can cause stun effects without sacrificing damage. The results are less impressive later on, so you'll need to invest in a great pair of magic gloves to keep Vhaidra's unarmed strikes competitive.

BEST FEAT #2: STUNNING BLOW



Vhaidra is the queen of stun effects, and this move is the jewel in her crown. While the initial damage isn't always impressive, the strike hits fast and the stun effect leaves its target open to a potentially lethal follow up combo. Most significantly, Stunning Blow is completely unblockable, making it a great option against foes who fight defensively.

BEST FEAT #3: SPINNING STRIKE



Like Cleave, you only need to buy one rank in Spinning Strike to give your character a very powerful ability. Since staffs have long range to begin with, Spinning Strike can hit any enemy nearby, and its ability to strike at a downward angle lets Vhaidra pull off cheap moves against enemies on a lower level.

BEST FEAT #4: SWEEP ATTACK



Sweep Attack isn't as good as Spinning Strike, but it can be done while you're fighting bare-handed, which will be more often than not. It also knocks enemies back, so you can do it repeatedly against large groups of melee opponents without opening yourself up to attack.

BEST FEAT #5: COMBAT REFLEXES



Almost any character can use combat reflexes, but it seems particularly obscene when paired with Vhaidra's unarmed attacks. Her fists are quick to begin with, but with a few ranks in Combat Reflexes they reach blistering speeds, allowing you to combo out an opponent without giving him a chance to get a single shot in against you.

ACCURACY

Improves the accuracy and damage of ranged attacks.

R	SP	MP	EFFECT
1	2	-	+2 to hit / +1 to damage
2	4	-	+4 to hit / +2 to damage
3	6	-	+6 to hit / +3 to damage
4	8	-	+8 to hit / +4 to damage
5	10	-	+10 to hit / +5 to damage

ARMOR PROFICIENCY

Allows you to equip heavier armor for better defense.

R	SP	MP	EFFECT
1	0	-	Equip leather and padded armor
2	6	-	Equip scale armor, chain armor, and shields
3	8	-	Equip half plate and plate armor
4	-	-	-
5	-	-	-

COMBAT REFLEXES

Increases the speed of your attacks.

R	SP	MP	EFFECT
1	2	-	Speed Increases
2	4	-	Speed Increases
3	6	-	Speed Increases
4	8	-	Speed Increases
5	10	-	Speed Increases

CRUSHING BLOW

Adds damage to unarmed attacks.

R	SP	MP	EFFECT
1	1	3	+2 damage
2	2	5	+4 damage
3	3	7	+6 damage
4	4	9	+8 damage
5	5	11	+10 damage

DEATH BLOW

Increases the damage inflicted by a critical hit.

R	SP	MP	EFFECT
1	1	-	+2 damage
2	2	-	+4 damage
3	3	-	+6 damage
4	4	-	+8 damage
5	5	-	+10 damage



DEFLECT MISSILES

Gives a chance to automatically block missile attacks.

R	SP	MP	EFFECT
1	1	-	5% chance
2	2	-	10% chance
3	3	-	15% chance
4	4	-	20% chance
5	5	-	25% chance



DIAMOND BODY

Resist the effects of poison and acid attacks.

R	SP	MP	EFFECT
1	1	-	1 less damage per tick
2	2	-	2 less damage per tick
3	3	-	3 less damage per tick
4	4	-	4 less damage per tick
5	5	-	5 less damage per tick



DODGE

Enemies are more likely to miss in combat.

R	SP	MP	EFFECT
1	1	-	+1 to AC per piece of armor worn
2	2	-	+2 to AC per piece of armor worn
3	3	-	+3 to AC per piece of armor worn
4	4	-	+4 to AC per piece of armor worn
5	5	-	+5 to AC per piece of armor worn



ENDURANCE

Increases your carrying capacity.

R	SP	MP	EFFECT
1	2	-	+15 pounds
2	4	-	+30 pounds
3	6	-	+45 pounds
4	8	-	+60 pounds
5	10	-	+75 pounds



EVASION

Aids in damage reduction from certain magical attacks.

R	SP	MP	EFFECT
1	1	-	+10% damage reduction
2	2	-	+20% damage reduction
3	3	-	+30% damage reduction
4	4	-	+40% damage reduction
5	5	-	+50% damage reduction



GREAT FORTITUDE

Increases your hit point regeneration rate.

R	SP	MP	EFFECT
1	1	-	+2 HP per minute
2	2	-	+4 HP per minute
3	3	-	+6 HP per minute
4	4	-	+8 HP per minute
5	5	-	+10 HP per minute



HAND WEAPON FOCUS

Increases your ability to fight with one-handed weapons.

R	SP	MP	EFFECT
1	2	-	+2 to hit and +1 to damage
2	4	-	+4 to hit and +2 to damage
3	6	-	+6 to hit and +3 to damage
4	-	-	-
5	-	-	-



IMPROVED CRITICAL

Increases your chance of a critical hit with melee attacks.

R	SP	MP	EFFECT
1	1	-	+5% chance of critical hit
2	2	-	+10% chance of critical hit
3	3	-	+15% chance of critical hit
4	4	-	+20% chance of critical hit
5	5	-	+25% chance of critical hit



IRON WILL

Increases your magic energy regeneration rate.

R	SP	MP	EFFECT
1	1	-	125%
2	2	-	150%
3	3	-	175%
4	4	-	200%
5	5	-	225%



LONG WEAPON FOCUS

Increases your ability to fight with staves, spears, and halberds.

R	SP	MP	EFFECT
1	2	-	+2 to hit and +1 to damage
2	4	-	+4 to hit and +2 to damage
3	6	-	+6 to hit and +3 to damage
4	-	-	-
5	-	-	-



PIERCING STRIKE

Reduces your enemy's armor class.

R	SP	MP	EFFECT
1	1	3	4 armor class reduction
2	2	4	8 armor class reduction
3	3	5	12 armor class reduction
4	4	6	16 armor class reduction
5	5	7	20 armor class reduction



SPINNING STRIKE

A devastating staff attack that strikes all enemies around you.

R	SP	MP	EFFECT
1	2	5	+1 damage
2	4	9	+2 damage
3	6	13	+3 damage
4	8	17	+4 damage
5	10	21	+5 damage



SPRINT

A quick burst of running speed.

R	SP	MP	EFFECT
1	0	1	66% increase in speed for 1 second
2	2	2	99% increase in speed for 1 second
3	3	3	132% increase in speed for 1 second
4	4	4	165% increase in speed for 1 second
5	5	5	198% increase in speed for 1 second



STUNNING BLOW

A powerful attack that damages and stuns your enemy.

R	SP	MP	EFFECT
1	1	3	Stun for 1.5 seconds, 4-10 damage
2	2	6	Stun for 2 seconds, 7-16 damage
3	3	9	Stun for 2.5 seconds, 10-22 damage
4	4	12	Stun for 3 seconds, 13-28 damage
5	5	15	Stun for 3.5 seconds, 16-34 damage



SWEEP ATTACK

An unarmed attack that strikes and knocks back all enemies before you.

R	SP	MP	EFFECT
1	2	5	+1 damage
2	4	9	+2 damage
3	6	13	+3 damage
4	8	17	+4 damage
5	10	21	+5 damage



TOUGHNESS

Grants you extra Hit Points.

R	SP	MP	EFFECT
1	1	-	+6 hit points
2	2	-	+12 hit points
3	3	-	+18 hit points
4	4	-	+24 hit points
5	5	-	+30 hit points



TWO-WEAPON FIGHTING

Improves your ability to fight with two weapons at once.

R	SP	MP	EFFECT
1	3	-	90% primary damage/30% off-hand damage
2	6	-	100% primary damage/40% off-hand damage
3	9	-	110% primary damage/50% off-hand damage
4	12	-	120% primary damage/60% off-hand damage
5	15	-	130% primary damage/70% off-hand damage



UNARMED COMBAT

Improves your ability to fight bare-handed.

R	SP	MP	EFFECT
1	0	-	4-8 damage, chance to stun
2	4	-	7-14 damage, chance to stun
3	6	-	10-20 damage, chance to stun
4	8	-	13-26 damage, chance to stun
5	10	-	16-32 damage, chance to stun



WILLPOWER

Grants you extra magic energy.

R	SP	MP	EFFECT
1	1	-	+5 magic energy
2	2	-	+10 magic energy
3	3	-	+15 magic energy
4	4	-	+20 magic energy
5	5	-	+25 magic energy

CLASS CHANGE: ASSASSIN

How to Class Change

Baldur's Gate contact: Ulua

Vhaidra can find her half-sister Ulua in the Purple Wyrm Inn. Fund her revenge plots in progressively large increments (from 2,000 to 4,000; 8,000; and finally 16,000), and you'll earn healthy experience bonuses and the right to pursue a class change quest any time in Act III.

Class Change Feats

Vhaidra gets a ton of great feats out of her class change. This is where being the "little gal" during the first portion of your adventure really pays dividends—this girl is badass when she's fully loaded with her specialized feats. Hail of Knives, the twin to Borador's Hail of Bolts, does great damage whether you're hitting opponents in melee or striking distant foes. Knives don't do as much damage as bolts, but when paired with Combat Reflexes, Vhaidra can throw her blades twice as fast as Borador can fire his crossbow. Against a single, distant foe, forget the hail and toss a single knife enhanced with Poison. You can then duck behind a corner and wait for your foe to slowly die.

Vhaidra also learns Stealth, a great way to sneak up behind key opponents and take them out of the fight before anyone else knows you're even there. Even better, she can learn two deadly skills that combo with it; Arterial Strike and Crippling Blow (both of which can only be used while using Stealth with a melee weapon equipped). Arterial Strike is particularly potent, beating Crippling Blow by a country mile.



POISON

Inflicts additional poison damage on attacks.

R	SP	MP	EFFECT
1	1	4	2 poison damage for 6 seconds
2	2	6	4 poison damage for 12 seconds
3	3	8	6 poison damage for 18 seconds
4	4	10	8 poison damage for 24 seconds
5	5	12	10 poison damage for 30 seconds



STEALTH

Allows you to avoid enemies and make sneak attacks.

R	SP	MP	EFFECT
1	1	-	2-6 extra damage to sneak attacks
2	2	-	4-12 extra damage to sneak attacks
3	3	-	6-18 extra damage to sneak attacks
4	4	-	8-24 extra damage to sneak attacks
5	5	-	10-30 extra damage to sneak attacks



ARTERIAL STRIKE

Wound enemies to inflict gradual loss in hit points [req: melee weapon equipped and in Stealth state]

R	SP	MP	EFFECT
1	1	4	5 damage per second for 3 seconds
2	2	6	10 damage per second for 6 seconds
3	3	8	15 damage per second for 9 seconds
4	4	10	20 damage per second for 12 seconds
5	5	12	25 damage per second for 15 seconds



CRIPPLING BLOW

An attack that slows the enemy [required: melee weapon equipped and in Stealth state]

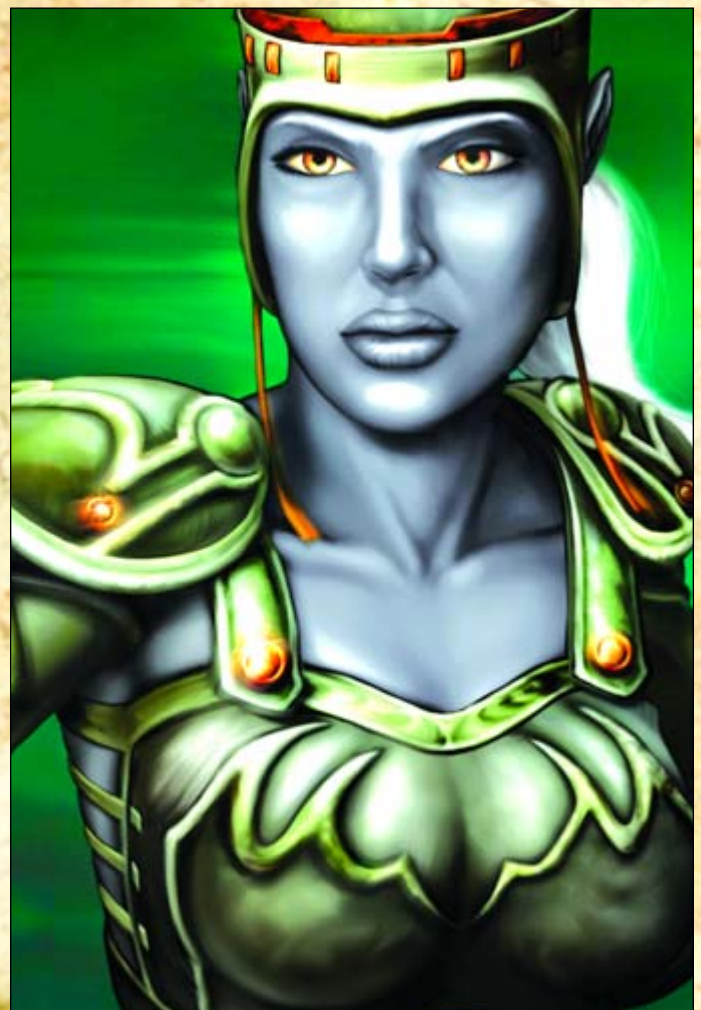
R	SP	MP	EFFECT
1	1	3	9 second duration
2	2	5	12 second duration
3	3	7	15 second duration
4	4	9	18 second duration
5	5	11	21 second duration



HAIL OF KNIVES

Allows you to throw multiple knives at once.

R	SP	MP	EFFECT
1	1	3	2 knives
2	2	4	3 knives
3	3	5	4 knives
4	4	6	5 knives
5	5	7	6 knives



YSURAN AUONDRIL



GENDER	Male
RACE	Moon Elf
CLASS	Necromancer
ALIGNMENT	Neutral?



STRENGTH	10
CONSTITUTION	10
DEXTERITY	12
INTELLIGENCE	17
WISDOM	10
CHARISMA	10
HIT DIE	6

DESCRIPTION

Ysuran is a potent spellcaster who, despite his poor physical combat ability, can grow to become awesomely powerful. As a necromancer who has chosen evocation as his school of opposition, he is very skilled with spells that create, modify, or destroy life force. However, he cannot use purely destructive spells such as fireball or lightning bolt. He cannot wear any armor without training, nor can he wield great weapons or bows.

STARTING EQUIPMENT

Cloth Armor
Cloth Boots
Cloth Bracers
Shoddy Dagger

PROHIBITED ARMOR

Can't wear armor or shields without putting ability points into Armor Proficiency.

PROHIBITED WEAPONS

Great weapons, bows, two-weapon fighting

RANKS



STARTING FEATS

Life Drain
Shield

STRATEGY

Ysuran is certainly the game's strangest character. His miserable combat abilities are best avoided in favor of spells, but unlike BGDA's wizard, he has only a few universally useful combat spells. Instead, he has lots of unique and situational active feats, a wider selection by far than any other character. The key to making Ysuran a powerful character is not to dabble in all of them, but to focus on the right handful of spells so that Ysuran will have a strong option in any given situation.

Life Drain will probably carry you through the early part of the game, with its ability to refill your energy bar as it kills everything around you, but it is useless against the undead and constructs that abound later on. Flame Arrow is a nice cheap combat spell that always comes in handy, and Enervation is a good crowd control option for when Life Drain no longer cuts it. Melf's Acid Arrow is a strong option against bosses and single characters, but is outrageously expensive. Fortunately, it improves only marginally at higher ranks, and you can get a lot of use out of just a single rank.

Where Ysuran really shines is abilities like Animate Dead and Dark Possession. Animate Dead is particularly important; as it summons a fairly powerful skeleton to fight by your side. Since most foes only attack the nearest enemy, they'll focus on your flunky and leave Ysuran alone as he blasts them with spells. Animate Dead is very cheap to learn (max it out for only 6 SP), but outrageously expensive to cast.

Fortunately, high casting costs need not be a problem. Your highest priority in playing Ysuran is ensuring that he can cast spells constantly without having to carry around dozens of potions or wait around for his magic bar to refill. To give Ysuran effectively unlimited MP, max out on skills like Clarity and Iron Will. ("Fey" amulets and rings, made from Emeralds, can raise Iron Will even further.) Putting most of your ability points into Intelligence helps, too.

BEST FEAT #1: ANIMATE DEAD



More than any other spell, this is the ability that makes Ysuran viable in single-player games. The skeleton you summon is a reasonably powerful ally, but is even more useful as a punching bag to take hits that were meant for Ysuran. While your enemies waste time battling him, Ysuran can strike back with long-range feats and weapons.

BEST FEAT #2: LIFE DRAIN



Early in the game, Life Drain is pretty much the only spell you need to know. Simply find a reasonably safe place to hide (in a doorway, or behind a chest) and suck the life from your hapless foes. So what if they get a few hits in, or snipe at you with bows and spells? You'll regain HP faster than you can lose it.

BEST FEAT #3: FLAME ARROW



Life Drain is useless against undead and constructs, and Enervation is fairly weak against solo targets. But Flame Arrow is always reasonably useful, whether it's clearing a room full of small fish or feeding a boss five point-blank arrows in the face. It's also reasonably cheap to buy and use.

BEST FEAT #4: DARK POSSESSION



Ysuran's necromancy is generally fairly weak against the undead, but Dark Possession offers a very clever way around that; why kill zombies, shades and the like when you can possess them, power them up, and send them against your foes? There are only a handful of areas where this spell is effective, but using it changes them from a nightmare to a cake walk.

BEST FEAT #5: CLARITY/EMPOWER



When your favorite spells hit the high ranks, you can either start buying weaker, redundant spells, or you can spend your skill points on Clarity and Empower to further improve the ones you already know. Clarity reduces all spell costs, making it fantastic with Animate Dead, and Empower raises the damage on all offensive spells, such as Enervation and Flame Arrow.



ACCURACY

Improves the accuracy and damage of ranged attacks.

R	SP	MP	EFFECT
1	2	-	+2 to hit / +1 to damage
2	4	-	+4 to hit / +2 to damage
3	6	-	+6 to hit / +3 to damage
4	8	-	+8 to hit / +4 to damage
5	10	-	+10 to hit / +5 to damage



ALCHEMICAL LORE

Allows you to change potions from one type to another.

R	SP	MP	EFFECT
1	2	1	Gain the above ability



ANIMATE DEAD

Summon undead aid, higher ranks give stronger pets.

R	SP	MP	EFFECT
1	1	101	Summon an ally
2	2	151	Summon an ally
3	3	158	Summon an ally



ARMOR PROFICIENCY

Allows you to equip heavier armor for better defense.

R	SP	MP	EFFECT
1	2	-	Equip leather and padded armor
2	4	-	Equip scale armor, chain armor, and shields
3	6	-	Equip half plate and plate armor



CHILL TOUCH

A freezing touch attack against a single enemy.

R	SP	MP	EFFECT
1	2	3	1-6 cold damage
2	4	5	2-12 cold damage
3	6	7	3-18 cold damage
4	8	9	4-24 cold damage
5	10	11	5-30 cold damage



CLARITY

Reduces the casting cost of your spells.

R	SP	MP	EFFECT
1	2	-	10% reduction in cost
2	4	-	20% reduction in cost
3	6	-	30% reduction in cost



CONTAGION

Curse your enemies with the plague.

R	SP	MP	EFFECT
1	2	3	2 poison damage to 1 target
2	4	4	3 poison damage to 2 targets
3	6	6	4 poison damage to 3 targets
4	8	7	5 poison damage to 4 targets
5	10	9	6 poison damage to 5 targets



DARK POSSESSION

Control humanoids and lesser undead creatures.

R	SP	MP	EFFECT
1	2	4	6 seconds, +100% damage
2	4	7	12 seconds, +200% damage
3	6	10	18 seconds, +300% damage
4	-	-	-
5	-	-	-



EMPOWER

Increases the effectiveness of various spells.

R	SP	MP	EFFECT
1	4	-	15% damage increase
2	8	-	30% damage increase
3	12	-	5% damage increase
4	-	-	-
5	-	-	-



ENCHANT

Decreases the cost of creating and breaking down magic items.

R	SP	MP	EFFECT
1	1	-	15% cost reduction
2	2	-	30% cost reduction
3	3	-	45% cost reduction
4	4	-	60% cost reduction
5	5	-	75% cost reduction



ENDURANCE

Increases your carrying capacity.

R	SP	MP	EFFECT
1	2	-	+15 pounds
2	4	-	+30 pounds
3	6	-	+45 pounds
4	8	-	+60 pounds
5	10	-	+75 pounds



ENERVATION

Channel death energy at nearby enemies in your front arc. Affects one additional enemy per rank.

R	SP	MP	EFFECT
1	2	3	3-9 damage per half second
2	4	8	6-18 damage per half second
3	6	13	9-27 damage per half second
4	8	18	12-36 damage per half second
5	10	23	15-45 damage per half second



FEAR

Enemies closest run away for a limited duration. Additional rank increases target and duration of the spell.

R	SP	MP	EFFECT
1	2	4	1 target, 1 second
2	4	8	2 targets, 2 seconds
3	6	11	3 targets, 3 seconds
4	8	8	4 targets, 4 seconds
5	10	10	5 targets, 5 seconds



FLAME ARROW

Summon magical flaming arrows.

R	SP	MP	EFFECT
1	1	3	+2-11 damage, 1 arrow
2	2	5	+3-12 damage, 2 arrows
3	3	7	+4-13 damage, 3 arrows
4	4	9	+5-14 damage, 4 arrows
5	5	10	+6-15 damage, 5 arrows



GHOUL TOUCH

A touch attack that paralyzes a foe.

R	SP	MP	EFFECT
1	1	3	1 poison damage
2	2	6	2 poison damage
3	3	8	3 poison damage
4	4	11	4 poison damage
5	5	14	5 poison damage



GREAT FORTITUDE

Increases your hit point regeneration rate.

R	SP	MP	EFFECT
1	1	-	+2 HP per minute
2	2	-	+4 HP per minute
3	3	-	+6 HP per minute
4	4	-	+8 HP per minute
5	5	-	+10 HP per minute



HAND WEAPON FOCUS

Increases your ability to fight with one-handed weapons.

R	SP	MP	EFFECT
1	2	-	+2 to hit and +1 to damage
2	4	-	+4 to hit and +2 to damage
3	6	-	+6 to hit and +3 to damage
4	-	-	-
5	-	-	-



HASTE

Increase speed for you and any allies.

R	SP	MP	EFFECT
1	1	5	6% increase, 8 seconds
2	2	8	12% increase, 11 seconds
3	3	10	18% increase, 14 seconds
4	4	13	24% increase, 17 seconds
5	5	16	30% increase, 20 seconds



HOLD

Stuns creatures in front of you.

R	SP	MP	EFFECT
1	3	8	1 second, 1 target
2	6	15	1 second, 2 targets
3	9	22	1 second, 3 targets
4	12	29	2 seconds, 4 targets
5	15	36	2 seconds, 5 targets



IRON WILL

Increases your magic energy regeneration rate.

R	SP	MP	EFFECT
1	1	-	125%
2	2	-	150%
3	3	-	175%
4	4	-	200%
5	5	-	225%



LIFE DRAIN

*Drain Hit Points from enemies to restore your own.
Affects one additional enemy per rank.*

R	SP	MP	EFFECT
1	1	3	Drains 2-5 per half second
2	2	5	Drains 4-10 per half second
3	3	8	Drains 6-15 per half second
4	4	11	Drains 8-20 per half second
5	5	14	Drains 10-25 per half second



LONG WEAPON FOCUS

Increases your ability to fight with staves, spears, and halberds.

R	SP	MP	EFFECT
1	2	-	+2 to hit and +1 to damage
2	4	-	+4 to hit and +2 to damage
3	6	-	+6 to hit and +3 to damage
4	-	-	-
5	-	-	-



MELF'S ACID ARROW

Summons a magic acidic arrow.

R	SP	MP	EFFECT
1	4	4	8-18 damage
2	8	6	13-23 damage
3	12	8	18-28 damage
4	16	10	23-33 damage
5	20	12	28-38 damage



RAY OF ENFEEBLEMENT

Reduces an enemy's damage output.

R	SP	MP	EFFECT
1	1	2	10% damage reduction
2	2	4	20% damage reduction
3	3	6	30% damage reduction
4	4	8	40% damage reduction
5	5	10	50% damage reduction



SHIELD

Magic shield that improves armor.

R	SP	MP	EFFECT
1	0	3	10% absorb, +6 armor class
2	2	5	20% absorb, +7 armor class
3	3	7	30% absorb, +8 armor class
4	4	9	40% absorb, +9 armor class
5	5	11	50% absorb, +10 armor class



SHOCKING GRASP

Your touch electrifies enemies.

R	SP	MP	EFFECT
1	1	2	2-9 electrical damage
2	2	4	4-18 electrical damage
3	3	6	6-27 electrical damage
4	4	8	8-36 electrical damage
5	5	10	10-45 electrical damage



SLOW

Slows down enemies.

R	SP	MP	EFFECT
1	2	2	10 seconds, 1 target
2	4	5	20 seconds, 2 targets
3	6	8	30 seconds, 3 targets
4	8	10	40 seconds, 4 targets
5	10	12	50 seconds, 5 targets



SPRINT

A quick burst of running speed.

R	SP	MP	EFFECT
1	1	1	66% increase in speed for 1 second
2	2	2	99% increase in speed for 1 second
3	3	3	132% increase in speed for 1 second
4	4	4	165% increase in speed for 1 second
5	5	5	198% increase in speed for 1 second



VAMPIRIC TOUCH

A touch attack that steals life from enemies.

R	SP	MP	EFFECT
1	1	4	3-18 damage
2	2	7	5-30 damage
3	3	9	7-42 damage
4	4	12	9-54 damage
5	5	15	11-66 damage



WILLPOWER

Grants you extra magic energy.

R	SP	MP	EFFECT
1	1	-	+5 magic energy
2	2	-	+10 magic energy
3	3	-	+15 magic energy
4	4	-	+20 magic energy
5	5	-	+25 magic energy

CLASS CHANGE: SHADOW ADEPT

How to Class Change

Baldur's Gate contact: Omduil

Ysuran is in Baldur's Gate to see the sage Omduil, who lives in a mansion in a back alley. Hire him to research your past; he'll provide a clue and experience to match the gold you spent. The first job is 2,000 gold, then 4,000, then 8,000. The final job costs 16,000 gold, and can only be done in Act III. In it, Omduil will send you on a quest to Zarad's Clock Tower, and success will result in a class change.

Class Change Feats

Ysuran gains only 4 feats from his class change; they're all active feats, and all worth while. Claws of Darkness provides decent melee skill, and combos nicely with other touch attack spells. Shadow Conjure allows you to summon shades, but may not be worth the SP, since it is only marginally better than Animate Dead (and you can only have one henchman at a time). Shadow Shield is a nice improvement over the standard Shield, but Ysuran's best defense is a good offense, like the one delivered by a maxed out Shadow Spray. Shadow Spray is like the original BGD's Magic Missile, but far more powerful. At its highest rank it's good against large groups of enemies, and great against bosses. It's probably Ysuran's single best spell.



CLAWS OF DARKNESS

Attack with claws of deadly shadow that freeze and weaken your enemies.

R	SP	MP	EFFECT
1	2	4	+7-12 damage, weaken by 8%
2	4	7	+14-24 damage, weaken by 16%
3	6	10	+21-36 damage, weaken by 24%



SHADOW CONJURE

Summon a shadow ally; higher ranks improve the pet.

R	SP	MP	EFFECT
1	2	158	Summon a shadow ally
2	4	158	Summon a shadow ally
3	6	158	Summon a shadow ally
4	8	158	Summon a shadow ally
5	10	158	Summon a shadow ally



SHADOW SHIELD

Shield spell that auto-blocks some attacks.

R	SP	MP	EFFECT
1	2	3	10% absorb, +6 armor class, 3% block chance
2	4	4	20% absorb, +7 armor class, 6% block chance
3	6	6	30% absorb, +8 armor class, 9% block chance
4	8	7	40% absorb, +9 armor class, 12% block chance
5	10	9	50% absorb, +10 armor class, 15% block chance



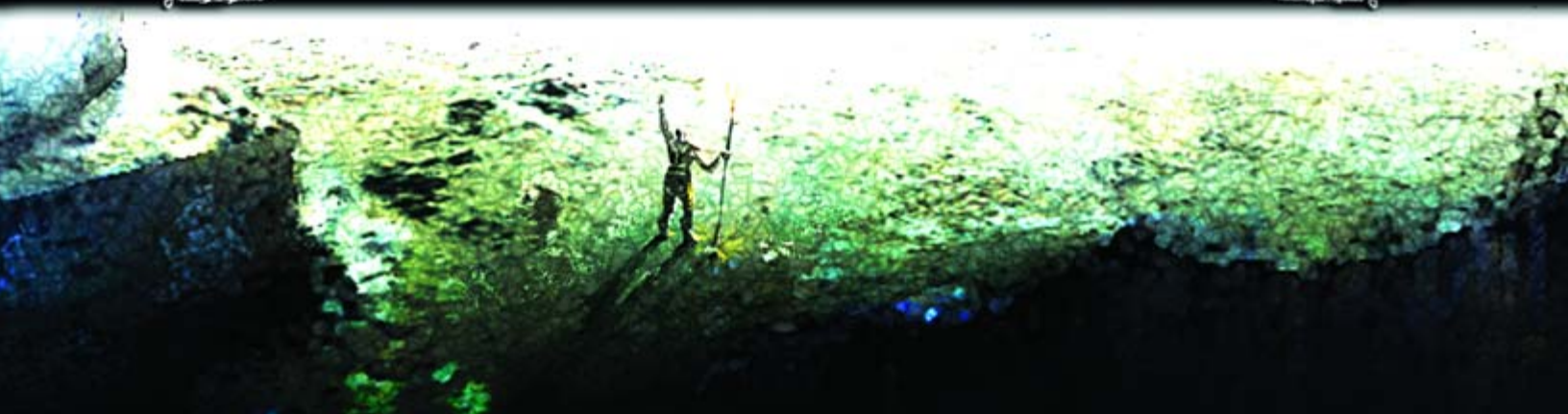
SHADOW SPRAY

Inflict damage to nearby enemies with ribbons of shadow. The caster fires one ribbon per rank.

R	SP	MP	EFFECT
1	2	6	4-12 damage per ribbon
2	4	9	8-24 damage per ribbon
3	6	12	12-36 damage per ribbon
4	8	15	16-48 damage per ribbon
5	10	18	20-60 damage per ribbon



WORKSHOP



COMPONENTS AND MAGIC ITEMS

You can find a wide variety of magic items in *Baldur's Gate: Dark Alliance II*. By mixing and matching components you can also create your own. There are 14 different gems which can be grafted into items to create magic effects, and each can impart three different effects depending on where it is grafted. These gems are known as components. Since each item can have two effects at once, and you can equip a maximum of nine magically imbued items (if you wear two rings), your fully loaded hero can have 18 powerful magic effects active at once. To get the best effects and make them as cheaply as possible, you need to understand how the component system works.

ITEM QUALITIES AND TYPES

Each equip-able item in the game has a quality rating. Early in the game, they're mostly Shoddy, but quality grades rise as the game progresses, and their bonuses rise with them. Only items of Fine quality or better can be enhanced with components. Each quality grade of weapons and armaments carries with it an appropriate bonus for the item's damage and AC value, as shown below. Higher grades of trinkets merely cost more.

A component has three different effects—the first if it's used in armor, the second if it's used in a weapon, and the third if it's used in a trinket. For the purpose of magic item construction, boots count as trinkets and gloves count as weapons—even

- Item Quality Ratings -

QUALITY	ARMOR	WEAPON	TRINKET
Shoddy	-5% armor bonus	-50% damage	-50% value
Normal	—	—	—
Fine	+5% armor bonus	+50% damage	+50% value
Remarkable	+10% armor bonus	+100% damage	+100% value
Superior	+15% armor bonus	+150% damage	+150% value
Grand	+20% armor bonus	+200% damage	+200% value
Imperial	+25% armor bonus	+250% damage	+250% value
Flawless	+30% armor bonus	+300% damage	+300% value

though both are considered armor for other game purposes. Glove effects trigger only when used in unarmed combat, so their combat bonuses are typically of use only to Vhaidra.

- Item Types -

TYPE	ITEMS IN CATEGORY
Armor	Helms, Suits, and Shields
Weapons	Weapon, Gloves
Trinkets	Rings, Amulets, and Boots

ACQUIRING COMPONENTS

Components (gems) can be found in chests and by defeating enemies. They can also be purchased in the Baldur's Gate shop. You can make magic items at the workshop by combining a Fine or better item with one or more components. All magic items that you find have been made by the same process; if you ever find a magical weapon you can select it in your inventory screen and hit the right trigger to check what components it contains.

You can break magic items into their component parts at the workshop by paying 1/3 of their value. 1/3 of their gems and all of their rune stones will be lost in the process, but you'll get to keep 2/3 of the gems and the base weapon. Components are precious, so whenever you find a magic item you do not plan to use, disassemble it rather than selling it.

MAKING MAGIC ITEMS

All magic items must have one or more rune stones. Rune stones act as the multiplier for all of the weapon's effects, and impart an effect of their own, as shown below:

- Rune Stone Effects By Item Type -

TYPE	EFFECT
Armor	+1 to armor class per level
Weapons	+1 to hit and damage per level
Trinkets	No effect (simply a multiplier to other effects)



TIP

RUNE STONES

Gloves and boots give you the armor bonus for rune stones only.



An item with a single rune stone counts as a +1 item, which means its level is 1. Magical items can have up to five levels (+5), but it requires more and more components to raise it each level, as seen in the chart below.

- Components Required Per Item Level -

LEVEL ONE	LEVEL TWO	LEVEL THREE	LEVEL FOUR	LEVEL FIVE
1 component	2 components	4 components	8 components	16 components

In addition to rune stones, each item can have two other components. Each component adds a different effect. For example, when you add a rune stone to a shortsword, you get a shortsword +1. You can then add a jacinth to make it a flaming shortsword +1, or add a moonstone to make it a shortsword of speed +1. If you add both, you'll get both effects, but it will have a spe-

cial name. In this case, the combination of jacinth and moonstone would make it a mercurial shortsword +1.

It's important to note that a weapon's level is equal to the lowest level of any of its components, so even if you put 16 rune stones in it—enough to make it a shortsword +5—it will become a flaming shortsword +1 if you add just one jacinth. To make a mercurial

shortsword +5, you would need 16 rune stones, 16 jacinths, and 16 moonstones. Adding more than 16 gems of one type to a weapon is a waste of components.

When you have the item you want, choose the Make option and it will be crafted for you. The cost of forging your own items is 2/3 the cost of buying the weapon, so it's not much of a discount. But you

can only buy a small handful of magic items, so forging them is the only way to get the vast majority of the magic items in the game. Once made, a magic item cannot be modified. If you want to make that +1 flaming shortsword into a mercurial shortsword +1, you can't merely add a moonstone. You need to disassemble the original weapon, then remake it as a new item.

COMPONENT EFFECTS

Below we've listed the 13 non-rune stone components and the effects they imbue on each type of item. If you find an item with a strange name, check out its components with the right trigger, then look up each gem on this list to see what its effects are.

Note that component effects cannot give you a feat you do not have; they only raise the level of existing feats. So a Sacred (diamond) trinket is useful only to Allessia, since she is the only character who can cast Bless.

One of the great benefits of magical items is that they can raise your existing feats to levels beyond 5. If you already have five ranks in Cleave, a +5 keen weapon would give you 10—the game's true maximum.



AMETHYST

TYPE	NAME	DESCRIPTION
Armor	Of Thunder	+3% damage resistance per level
Weapons	Thundering	Inflicts 1-8 extra damage per level when you critical hit
Trinkets	Of Thunder	+1 Charisma per level



AQUAMARINE

TYPE	NAME	DESCRIPTION
Armor	Of Frost	+5% cold resistance per level
Weapons	Frost	Inflicts 1-4 points of cold damage per level; may freeze enemy
Trinkets	Of Frost	+1 Intelligence per level



CORAL

TYPE	NAME	DESCRIPTION
Armor	Of Battle	+1 rank of Shield Expertise feat per level
Weapons	Of Battle	+20% to Minimum Damage
Trinkets	Of Battle	+10% chance per level of ignoring Knock Back effects

DIAMOND



TYPE	NAME	DESCRIPTION
Armor	Sacred	+3% Fire/Cold/Shock/Acid/Poison damage resistance per level
Weapons	Of Disruption	+15% chance per level of disintegrating undead on a critical hit
Trinkets	Sacred	+1 rank of Bless feat per level

EMERALD



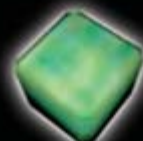
TYPE	NAME	DESCRIPTION
Armor	Fey	+5 magic energy; -15% weight
Weapons	Fey	Absorb 5% per level of damage dealt as magic energy
Trinkets	Fey	+1 rank of Iron Will feat per level

JACINTH



TYPE	NAME	DESCRIPTION
Armor	Of Fire	+5% fire resistance per level
Weapons	Flaming	1-6 points fire damage per level; burning effect (may deal damage to some enemies)
Trinkets	Of Fire	+1 Strength per level

JADE



TYPE	NAME	DESCRIPTION
Armor	Of Corruption	+5% Acid & Poison Resistance per level
Weapons	Of Corruption	+1-4 acid damage
Trinkets	Of Corruption	+1 Constitution per level

JET



TYPE	NAME	DESCRIPTION
Armor	Of Warding	+5 hit points per level
Weapons	Defending	+1 Armor Class for each Armor Piece Worn
Trinkets	Of Warding	+1 rank of Sanctuary feat per level

MOONSTONE



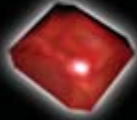
TYPE	NAME	DESCRIPTION
Armor	Of Speed	Reduces duration of Slow/Stun by 20% per level
Weapons	Of Speed	+1 rank of Combat Reflexes per level
Trinkets	Of Speed	+1 rank of Sprint per level

PEARL



TYPE	NAME	DESCRIPTION
Armor	Keen	+1% chance per level of getting additional treasure from foe
Weapons	Keen	+1 rank of Improved Critical feat
Trinkets	Keen	+1 Wisdom per level

RUBY



TYPE	NAME	DESCRIPTION
Armor	Of Blood	Reflect 5% melee damage when struck
Weapons	Of Wounding	Target bleeds 1 damage per level per second for 1 second per level
Trinkets	Of Blood	+1 rank of Greater Fortitude feat per level

SAPPHIRE



TYPE	NAME	DESCRIPTION
Armor	Of Striking	+1 rank of Power Attack feat per level
Weapons	Of Mighty Cleaving	+1 rank of Cleave feat per level
Trinkets	Of Striking	+1 rank of Sunder feat per level

TOPAZ



TYPE	NAME	DESCRIPTION
Armor	Shock	+5% electrical resistance per level
Weapons	Shock	Inflicts 1-8 points of electrical damage per level
Trinkets	Shock	+1 Dexterity per level

COMPONENT EFFECTS

In general, when you combine two gems you get the effects of each gem. But if you make the following gem combinations, you get a special effect instead of the standard effects. The elemental burst and vampiric weapons are among the strongest weapons in the game.



WEAPON: ICY BURST (AMETHYST + AQUAMARINE)

Inflicts 1-4 points of cold damage per level, plus 1-8 cold damage per level on a successful critical hit. May freeze enemy.



WEAPON: FLAMING BURST (AMETHYST + JACINTH)

Inflicts 1-6 points of fire damage per level, plus 1-10 fire damage per level on a successful critical hit. May Burn enemy.



WEAPON: CORROSIVE BURST (AMETHYST + JADE)

Inflicts 1-4 points of acid damage per level, plus 1-8 acid damage per level on a successful critical hit. Inflicts recurring acid damage.



WEAPON: SHOCKING BURST (AMETHYST + TOPAZ)

Inflicts 1-8 points of electric damage per level, plus 1-12 electric damage per level on a successful critical hit.



WEAPON: VAMPIRIC (EMERALD + RUBY)

+5% per level of damage dealt added to your HP, +5% per level of damage dealt added to your MP.

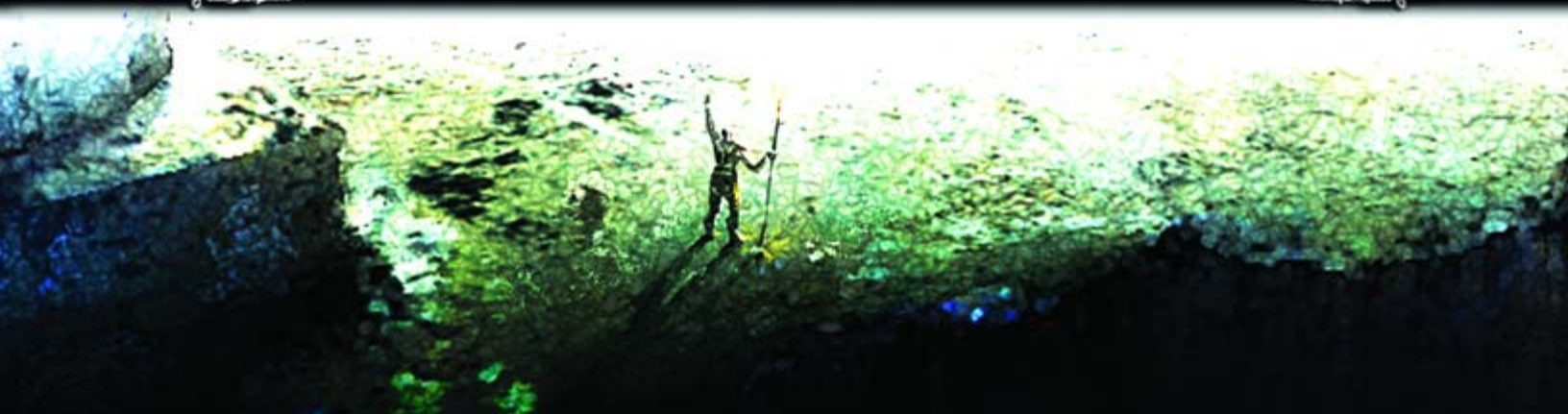


ARMOR: OF RAGE (CORAL + RUBY)

+1 rank of Barbarian Rage per level.



PROLOGUE



RESCUE THE CARAVAN PRISONERS

AREA

1

THE TRADE WAY

PROLOGUE

ENEMIES

goblin fighters
goblin spearmen

1-1

The World's Worst Caravan Guard

Some things never change, and Keaira's inability to guard a caravan is definitely one of them. Talk to her to find out what has happened to her latest ill-fated client, and accept the, "Rescue Prisoners from Trollbark Forest," quest.

1-2

Finish the Goblin Raiders

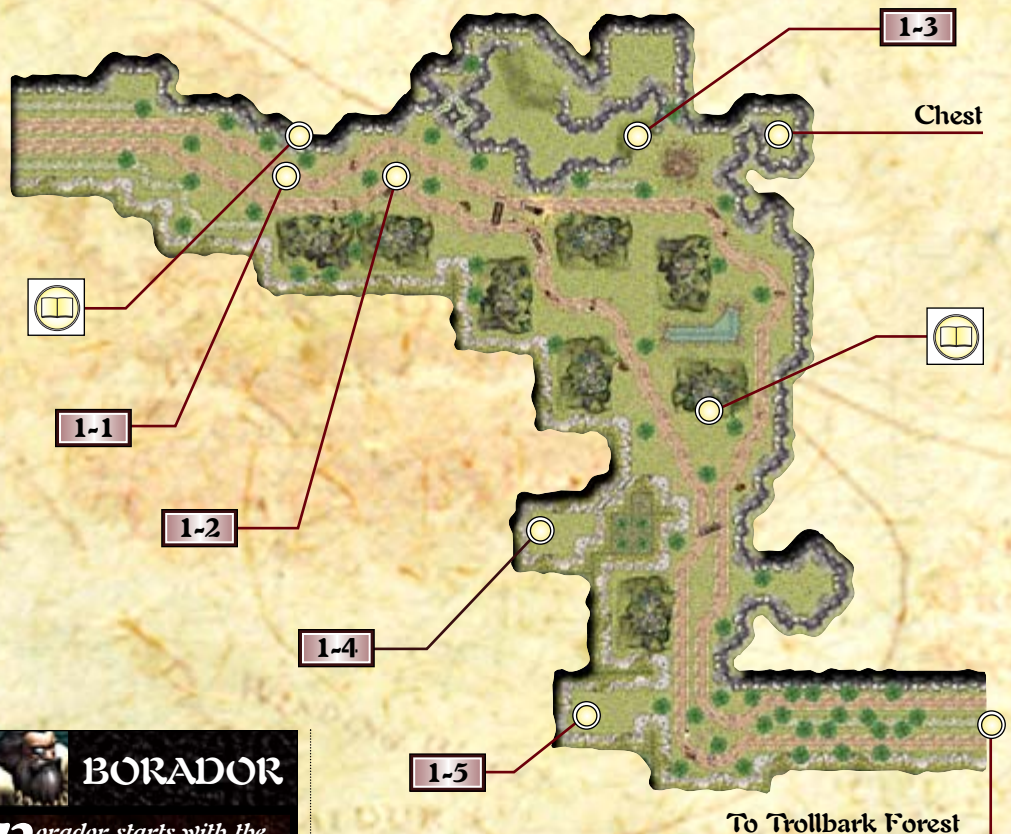
The first few goblins will rush you as you travel east, but even weak melee fighters like Ysuran should be able to dispatch them easily. Try to slay every enemy on this map, and you'll be well on your way to level 3 by the time you enter the more challenging Trollbark Forest area.

1-3

Treasures in the Foothills

Climb the steep, grassy embankment near this mark, then head west to the other side of the hill. In the alcove near the mark, you'll find a pair of crates, a barrel, and a blue chest. If you return to the road and continue traveling east, you'll find another chest in the alcove in the northeast corner of the map.

~ Area 1: The Trade Way ~



TIP

BORADOR

Borador starts with the Ransack ability, and as long as you have MP to spare, you should use it on every enemy you fight here. At lower levels, it does slightly less damage than a regular attack, but it will ensure a steady supply of potions and might provide new armor and weapons.



1-4

Another Treasure Nook

As you cut across from point 3 to point 4, you'll encounter most of the goblins on this map. Bring 'em down and collect their treasure; hopefully, you can stockpile a few potions for later levels. At point 4, you'll find a hidden chest.

1-5

Another Nook, another Treasure

Here you'll find another nice little treasure—guarded by a pair of goblin spearmen. From there, head straight north to find your way to Trollbark Forest. Beware of goblin ambushes near the end, as the little buggers can be difficult to see beneath the trees.

PROLOGUE - RESCUE THE CARAVAN PRISONERS



1-1



1-3



1-2



1-4



1-5

AREA 2

TROLLBARK FOREST

PROLOGUE

ENEMIES

blood crows
goblin archers
goblin fighters
goblin spearmen
wolves

2-1 A Murder of Crows

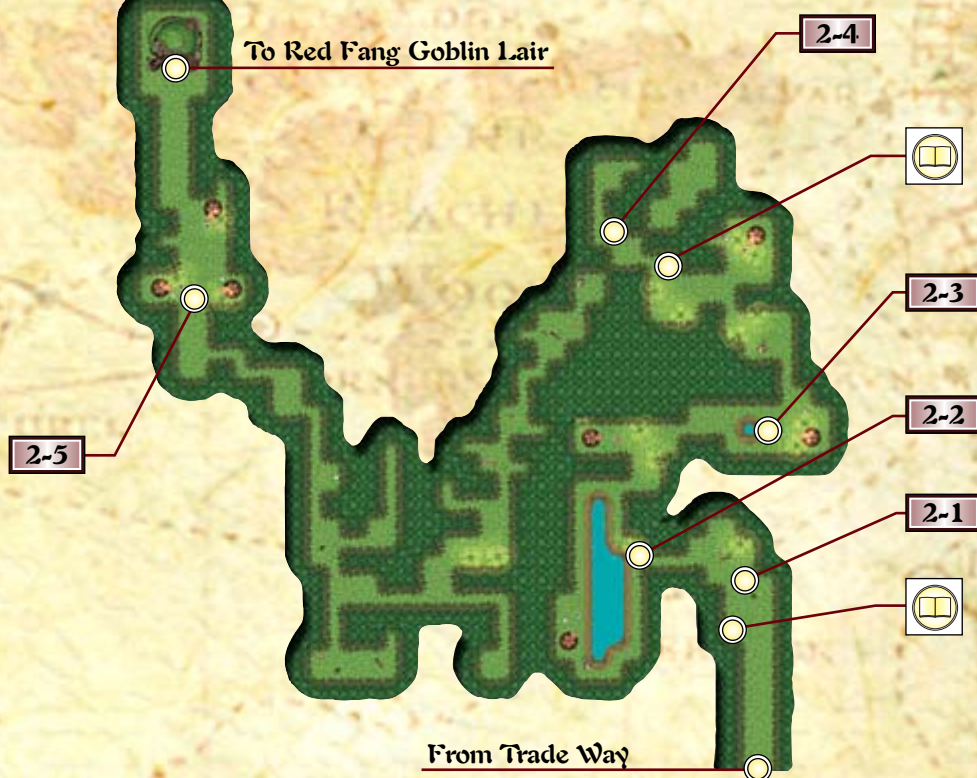
Shortly after the save spot you'll encounter a small pack of blood crows. They're not very aggressive, so if you have a ranged weapon you can attack them from afar before they start moving in on you. If you don't have a ranged weapon, you'll need to move in on them and start swinging. They're fairly easy prey, but they can overwhelm you if you don't take one or two out quickly.

2-2 The Red Fang Firing Squad

Several goblin archers have taken up positions on the other side of this swamp, and rushing them will be difficult since the water slows your movement. If you have a ranged weapon, you can trade shots from the far side—but keep

moving so they can't get a bead on you. If you don't have a ranged weapon, you'll have to rush them and block the incoming arrows. Don't miss the weapon rack by the campfire, which always holds a decent weapon you can swipe.

- Area 2: Trollbark Forest -



2-1



2-2

Intro

Characters

Workshop

Walkthrough

Extras



COMBAT

When facing a distant archer, listen for the *hwang* of his bow, then hit *Block* to deflect the arrow. He'll never pierce your defenses—even if you're facing the wrong direction.



2-3 The Goblin Camps

The circles on the auto-map are tents, and whenever you see one you can bet that a goblin or two is nearby. As you near the third tent here, you'll encounter your first wolf—a deadly enemy that should be your priority target. Wolves can only attack when

you face them head on, so they're easy to beat if you run circles around them, slashing at their sides.

2-4 The Three-Way Fork

You can go one of three directions after the save point. To the right, you'll find a trio of wolves. They're guarding nothing, so only head this way if you want the experience. To beat them, lure out one or two and fall back to the thin entranceway to fight them—so only one can get through at a time. The middle path has a single random chest, and the blood crow-infested left path will lead you to the southwest area of Trollbark Forest.

2-5 The Red Fang Surface Camp

This final stretch of trail is full of enemy ambushes. Proceed slowly and fire projectiles ahead of you, so you can get

in a few free shots before the bad guys close the distance. Then switch weapons or unleash your feals. When you near the end of the road, hang back and use ranged weapons to slaughter most of your foes while they're still off screen. As long as you're attentive about dodging any arrows they fire back, you'll be able to wipe out most of the camp from a safe distance.



VHAIDRA

If you dropped your first skill point into *Stunning Blow*, you'll have no problem with the wolves. They make a big target, so they're easy to hit, and you can finish them with a quick barehanded combo (with extra stun damage) before they snap out of their stunned state.



AREA 3

RED FANG GOBLIN LAIR

PROLOGUE

ENEMIES

giant bats
giant spiders
goblin archers
goblin fighters
goblin shamans
goblin spearmen
wolves

3-1 The Archer Ambush

A heaping helping of goblin hospitality awaits at the entrance to this area. There are five archers on either side, protected by a row of crates. Step forward just far enough to lure the two goblin fighters

out, and then duck back behind the cave wall to finish them without interference from the archers. You can then either snipe at the archers with ranged weapons (take a few shots, then duck behind a wall during the return fire), or simply run the gauntlet using the *Sprint* or *Stealth* feals. The archers are easier to defeat if you come around from the other side—but the easiest course is to simply leave them in the dust.

3-2 Three Doors, One Key

No enemies wait in the lair's central chamber, where you'll find a second save spot. The

three doors are locked, so you'll be forced to travel down the only open corridor. Proceed slowly and fall back whenever you catch the eye of a fighter or a wolf—so you can take them out without archer back-up. Only turn your attention to the archers when the melee fighters are taken care of. At the end of the tunnel you'll find a **gate key**. That key will open any one of the doors in the central chamber, so you have a choice to make; only the north gate leads to the prisoners, but the east and west passages are good sources of experience and equipment.



3-3 The East Passage

OPTIONAL

To deal with the first enemies in the passageway, fall back to the doorway and smash them one at a time. At the end of the passage you'll find an underground lake where there's a handful of archers and mixed goblins. Fall back to the thin corridor before the lake to take out the melee fighters, then rush the archers. You'll find a chest in the center of the lake—surrounded by poisonous mushrooms. Watch the mushrooms carefully, and when the green clouds of poison abate, rush in and open the chest.



3-3

3-4 The Bat Cave

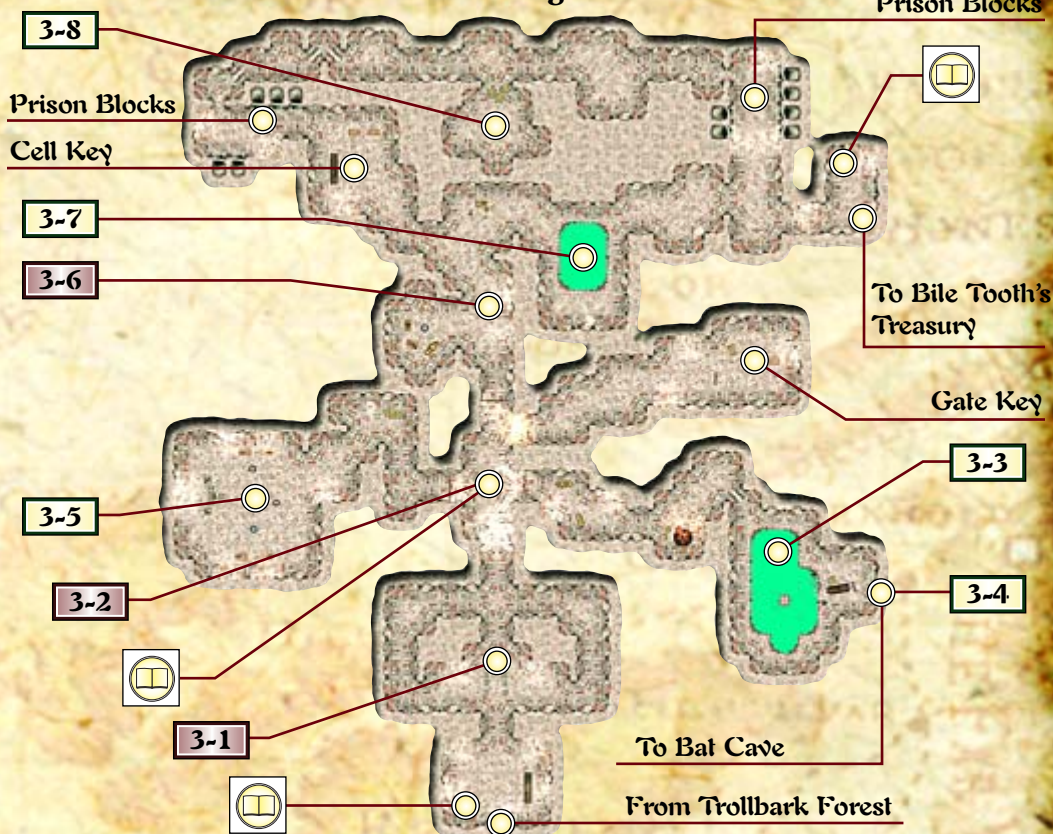
OPTIONAL

This dim passage has more giant bats than you can shake a shoddy morning star at. Fortunately, giant bats don't do much damage and go down easily. Proceed slowly and you should be fine. Two chests at the end contain unusually good weapons (typically a fine dagger) and armaments.



3-4

- Area 3: Red Fang Goblin Lair -



- Optional: The Bat Cave -



TIP

YSURAN

Erratically flapping giant bats can be hard to see and harder to hit. Fortunately, Life Drain can find them anywhere, destroy them, and refill your health bar in the process.



3-5 The West Chamber

OPTIONAL

A goblin shaman and a dozen of his closest friends are having

a bootenanny in this room. There are only two archers, but the shaman's spells can be deadly, so after crashing the party you'll want to lure the fighters back and clear them out before you rush the shaman's table. Without support, he won't stand a chance under your steady melee onslaught. You'll find piles of gold here, a chest behind the shaman's stage, and a weapon rack. The loot should more than justify the trouble.



3-5

3-6

The Prison Block Passage

The north gate leads to a passage with scattered enemies. If you rush in too far, you can always fall back to the gate where they'll have to fight you one-on-one. There are prison cells in both the northwest and northeast corners of this map, and there are prisoners in both cell blocks. The easiest route by far is to head to the northwest, pick up the **cell key** from a chest on the way, free the northeast prisoners, then take the high road to the northwest prisoners. The only opposition you'll face on the high road is a dozen or so giant bats.

After you save the last prisoner, you'll receive a Quest Reward of 500 gold and 500 experience points. Save your game at the save spot, then continue into Bile-Tooth's treasury to take out the Red Fang's leader. Be careful not to accidentally wander into the treasury first, because once you cross through that doorway, there's no going back until the boss is dead.



3-6



3-6

3-7

Mushroom Lake

OPTIONAL

In this treacherous area, a quartet of archers has set up camp behind a bunch of poisonous mushrooms. It's easy to avoid this area altogether, but if you want the prize (a single chest, but a good one), avoid the poison clouds while using the mushrooms as barriers to block the arrows.

3-8

The Treasure Room

OPTIONAL

This room is blocked by a stack of giant crates. To get over them, you'll need to head a bit to the east to find a barrel, then push it back to the crates. Jump onto the barrel, and from there jump over the crates to the treasure room. You'll find two chests, a weapon rack, and a half dozen barrels.



3-7



3-8



TIP

BORADOR

Wherever there are stationary archers, Borador's **Stealth** feat is amazing. Use it to escape the archers' notice as you weave through the mushrooms, then cut the archers down from behind. In this room, you'll need to enter **Stealth** mode from a short distance away, so you aren't "noticed" by the mushrooms.



TIP

ALLESSIA

Bile-Tooth is your first opportunity to see how phenomenally powerful **Flame Strike** can be. Protect yourself with any defensive spells you can, then run up and blast him with everything you have. The battle should be over in seconds.



3-9

BILE-TOOTH

BOSS

Bile-Tooth isn't man enough to fight you one-on-one, so your first priority is to even the odds. Run around the lake to get ahead of Bile-Tooth and his spiders, then attack the goblin shaman; you don't want him firing Magic Missiles at your back and healing Bile-Tooth! Next, take out the spiders in a similar manner. Just be careful not to stray too far to the east (away from the lake)—where three archers wait. They'll hold their positions, so you can deal with them after the boss.

Bile-Tooth is fairly easy game without his friends;

just use the ring-around-the-rosy strategy; run in wide circles around him (counter-clockwise to avoid his spear), and only turn to attack after he swings and misses. Attack only once, then go back to running—you'll rarely get hit. There's no need to run in for your strike, as he can be hit with melee weapons from a fair distance, where you'll be safe from his mandibles. The exception is if you're using a bludgeoning weapon; keep an eye out for the stun bubbles over his head and wait on him if you get the chance.

- Boss: Bile-Tooth -

To Spider Breeding Pit

3-10

3-9

From Red Fang Goblin Lair



3-10

Bile-Tooth's
Treasury

OPTIONAL

Take out the three archers to the east after stomping Bile-Tooth, then open the door to the "treasure" part of the treasury, where you'll find a save spot, a spider or two, a few weapon racks, and no

fewer than five chests.

Through the door past the chests you'll find Randall, the caravan master, who will reward you with 1,000 experience points, then offer you a new mission.



3-10



TIP

WARNING!

If you agree to Randall's quest now, you'll be teleported to Wayfork and you won't be able to enter the spider breeding pit. Read ahead to find out about the payoff for the breeding pit; that way you decide whether or not it's worth the trouble.

3-11

Spider Breeding Pit

OPTIONAL

This small cave is full of spiders, and not much else. Heavy hitters like Dorn may be able to march in and clear the room, and Alessia can Flame Strike as long as her magic holds out. But other characters who covet the experience the dozen or so spiders yield will need to use more careful tactics. Stepping into the pit, attacking several times, then falling back to the treasury to heal is cheap and boring—but effective.

In the northeast corner you'll find a sparkling rune stone, a fairly valuable item used in item creation. Borador can Stealth in and grab it, but anyone else will probably need to finish the spiders first.

TIP



DORN

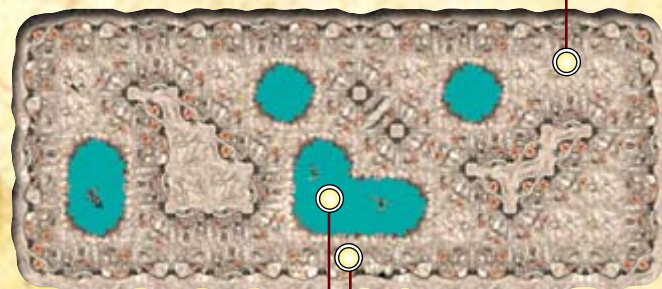
It's moments like this that Barbarian Rage is made for. March in, start swinging, and never look back.



3-11

- Optional: Spider Breeding Pit -

Rune Stone



3-11

From Goblin Treasury

SAVE THE VILLAGERS

AREA

4

WAYFORK VILLAGE

PROLOGUE

ENEMIES

goblin archers
goblin fighters
goblin shamans
goblin spearmen
wolves

destroying the goblins who are persecuting the nine remaining villagers, and you'll be rewarded with 250 gold and 750 experience.

4-1

Randalla's New Quest

Before you head off to Baldur's Gate, Randalla will ask you to save the denizens of Wayfork Village from pillaging goblins. I don't know why they need it, since they seem to be immortal, but do Randalla the favor of

4-2

Wayfork's Treasure Stash

After saving the first few villagers, head behind this house to find a bunch of crates and barrels. There's even a weapons rack! You can find another chest in the alcove across the street—south of the hill mentioned below.



4-1



4-3



4-2



4-4

4-3

The Wayfork Blockade

A pile of wagons and crates prevents you from traveling any farther north, so you'll need to head east over this hill and then down into the field beyond. Don't miss the pair of villagers who are fighting for their lives in the field; that should leave you with only three left to save.

4-4

Approaching the Inn

After you save the last few villagers, rest up before you

approach the inn. An unusually hardy goblin shaman is waiting at point 4, and you don't want to deal with his spells as you fight the others. Crafty Borador can Stealth up behind him and take him out, but everyone else will want to run in, catch the eyes of the other goblins, and run back to the south. Finish the goblins that chase you before taking on the shaman. After he's taken care of, heal up, save, and grab an item or two from behind the inn before you open the door.

- Area 4: Wayfork Village -



4-5

HARNAK THE BUTCHER

BOSS

As soon as you enter the inn, you'll be rushed by a pair of goblins. Hold your ground and put 'em down, then run around the boss and snuff the two archers. They'll run, so you may want to use ranged weapons of your own.

When you're alone with Harnak, you'll want to repeat the counter-clockwise ring-around-the-rosy

strategy you used on Bile-Tooth. Don't wait for him to attack; instead, take a swing at his shield when you're beside him. He'll usually block the hit, which is your cue to run behind him and get a free swing at his back. In a two-player game, one player can stay in front and trade blows (getting him to block) while the other waits on him from behind.

- Boss: Harnak the Butcher -



4-6

4-5



4-6

Your Just Rewards

Talk to Larani the innkeeper and she'll reward you with 500 gold and 1000 experience points. After that, go find Keaira and Randall near the door, then talk to Randall to move on to Baldur's Gate, where you'll earn an additional 1000 gold and 1000 experience.



TIP

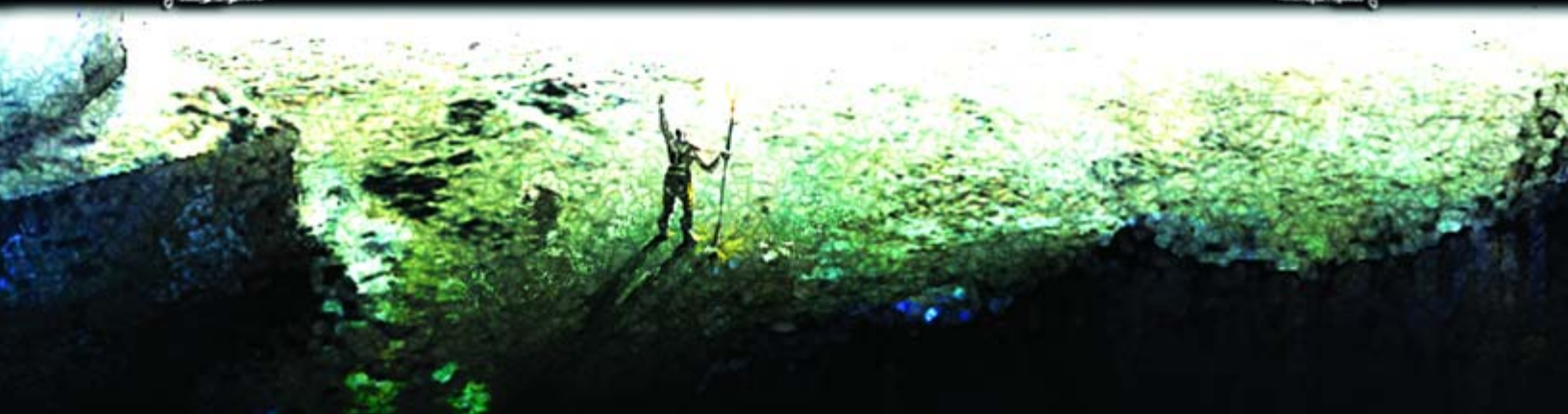


YSURAN

Chase Harnak into a table, then jump over to the other side. While Harnak charges futilely into the table, you can Life Drain him to death.



ACT I



1-1 The Captain of the Guard

Sollus Duncirc, captain of the city guard, has a quest for any adventurer who wants it. He'll ask you to clear the sewers of over a hundred various monsters. The, "Clear Baldur's Gate's Sewers," quest is a pretty simple hack-'em-up mission—ideal for leveling up rapidly. Take it if you like; Sollus will reward you with 1000 gold and 1000 experience points when you report your success.

After you complete Randall's two quests, Sollus will offer you the final quest of Act I: "Destroy the Red Fang Marauders." When you're ready, leave Baldur's Gate and go to Cloak Wood Cliffs on the world map. You have to complete the sewers before he offers you this quest, or you'll lose the opportunity forever.



1-1

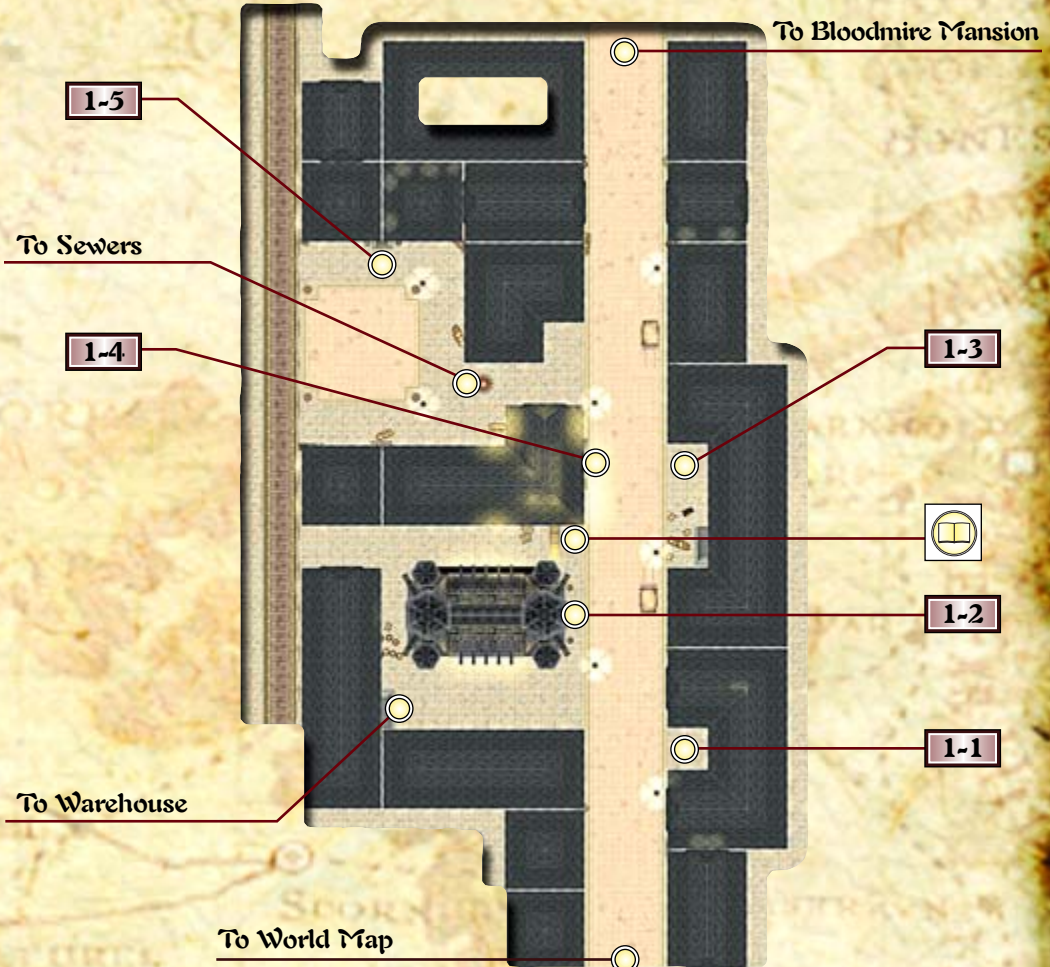
1-2 The Church of Helm

The Priest of Helm here has nothing to say to most characters, but he'll open up to Allessia.



1-2

- Area 1: Baldur's Gate -



TIP ALLESSIA

Huros is Allessia's contact in Baldur's Gate, which means you can donate money to his church (in exchange for experience awards) and get an exclusive quest later in the game.



- Area 1: Church of Helm -



1-3 Bartley the Trader

Finally, you can unload the several hundred short swords you've been dragging around since the trade way area. In addition to a shop with a variety of staple items and fine weapons for sale, Bartley will give you access to his workshop, where you can have weapons forged with your collected rune stones and gems.

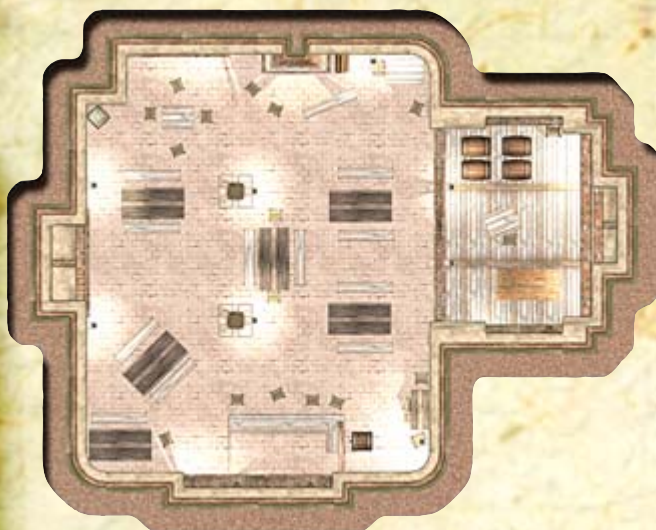
If you've picked up any fine equipment, or buy any here, you can upgrade it with the rune stones you've earned so far. You can also buy gems like moonstones to give your items special traits (see the workshop appendix for details). The cost to have the work done is exorbitant, however, so you probably won't be able to afford it yet.

1-4 The Purple Wyrn Inn & Tavern

A variety of colorful characters await in the Purple Wyrn. The most important is Randalla, who offers two quests that can be completed in any order you wish. If you choose to investigate the murders, you win the, "Investigate Bloodmire Manor," quest. If kidnappings are more your speed, you'll get, "Rescue the Kidnapping Victims." When you've completed both quests, Randalla will refer you to Sollus for the final mission of Act I. She'll also offer to sell you a treasure map (for 400 gold) that will lead you to the Wood of Sharp Teeth outside Baldur's Gate—and the, "Investigate the Ruins," quest.

Also in the inn, you'll find a surly dwarf named Durbem. Put up with his attitude and he'll give you the **Vault Key** for the Halls of the Hammer—an area you'll encounter in Act II. Be wary though: non-dwarves will need to cough up 4,000 gold for the key. Anything less would be an insult!

- Area 1: The Purple Wyrn -



PROVISIONS

BARTLEY'S STOCK

PROVISIONS

AARMOR	
Wooden Shield	120
Iron Shield	900
Padded Armor	300
Padded Boots	60
Padded Gloves	75
Padded Helmet	90
Leather Armor	675
Leather Boots	135
Leather Gloves	165
Leather Helmet	202
Studded Leather Armor	1,050
Studded Leather Boots	210
Studded Leather Gloves	262
Studded Leather Helmet	315
Scale Mail	2,400
Scale Boots	480
Scale Gloves	600
Scale Helmet	720
Fine Iron Shield	1,200
Fine Leather Armor	900
Fine Studded Leather Armor	1,400
Fine Scale Mail	3,200

WEAPONS	
Staff	15
Dagger	30
Light Mace	75
Handaxe	90
Short Sword	150
Battle Axe	150
Warhammer	180
Fine Handaxe	180
Shortbow	187
Spear	225
Long Sword	225
Throwing Knife	262
Throwing Axe	262
Crossbow	262
Fine Battle Axe	300
Fine Warhammer	360
Fine Long Sword	450
Fine Spear	450
+1 Fine Defending Staff	1,540
+1 Fine Battle Axe of Mighty Cleaving	2,400
+1 Fine Light Mace of Disruption	2,700
+1 Fine Fey Dagger	3,080
+1 Fine Short Sword of Corruption	4,400



1-3



1-4

OTHER	
Lesser Healing Potion	80
Lesser Rejuv. Potion	80
Recall Potion	450
+1 Fine Ring of Battle	2,600
+1 Fine Keen Amulet	3,140
Rune Stone	1,000
Moonstone	1,000
Ruby	3,000

ACT I - BALDUR'S GATE



BORADOR

Durbem will be a bit nicer to Borador, his clanmate from way back, than the other characters. Durbem is your contact, and while the key will be free, he'll ask for money to repay your clan's debts. Cough up some cash (donations begin at 2,000 gold), and you'll earn a nice experience bonus.



VHAIDRA

Vhaidra's Baldur's Gate contact is Ulua, who lurks in the corner of the inn and won't say much to anyone else. Help her fund your house's revenge, and you'll receive an experience bonus and a Vhaidra-exclusive quest later in the game.



YSURAN

Omduil is Ysuran's contact in Baldur's Gate, and the more money you give him, "to fund research," the more he can tell you about your past. Hire him out enough, and in Act III you'll get the, "Speak with Zarad Duskmarrow," quest.



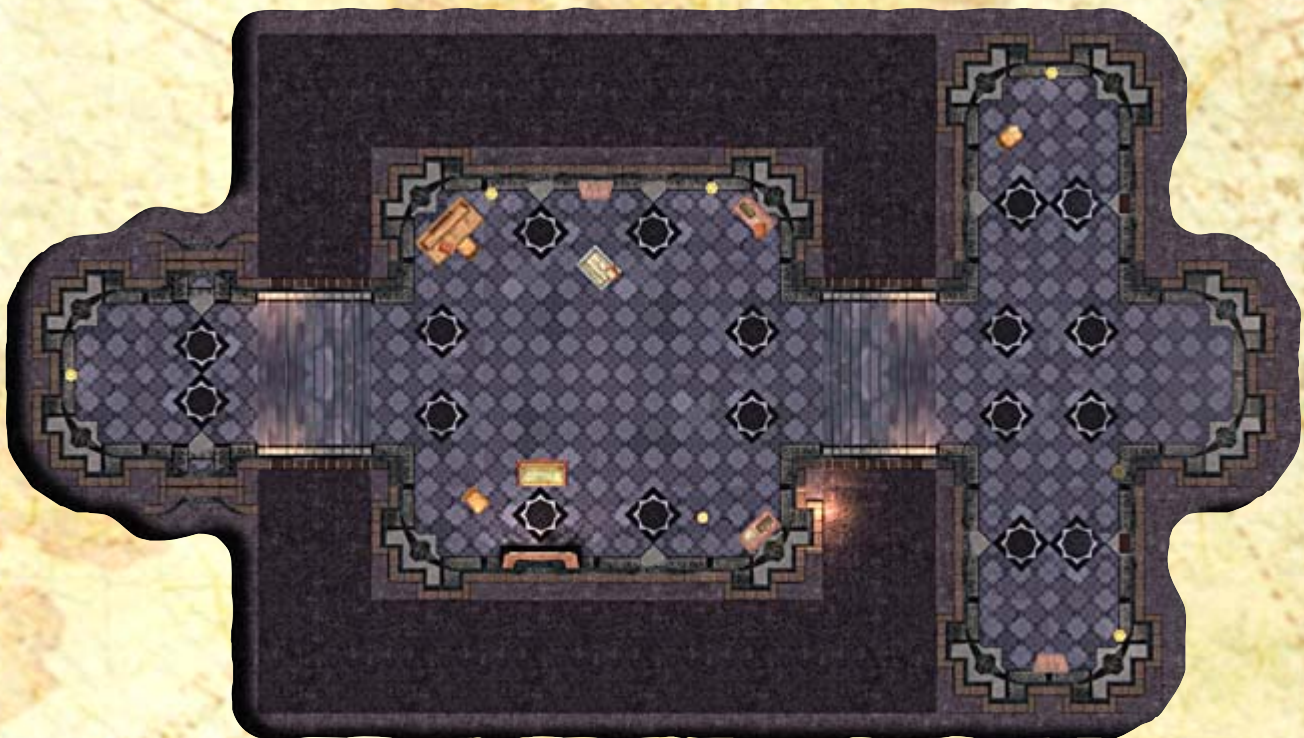
1-5 Omduil's Manor

Omduil the sage has a small mansion in the north-west corner of town. He won't have much to say at this point (except to Ysuran), but he may be a valuable source of information later in the game....



1-5

- Area 1: Omduil's Mansion -



Intro

characters

workshop

walkthrough

extras

CLEAR BALDUR'S GATE'S SEWERS (OPTIONAL)

AREA 2

THE SEWERS

ACT I

ENEMIES

 giant insects
 giant rats
 green slimes
 obylughs

2-1 The Sewer Loop

You have just under 120 monsters to exterminate in this quest—mostly simple bugs like the ones that rush you as you enter the circular room north of the staircase. Clear out the bugs in that room and the ones to the north and west, then head east to begin a loop that will take you all the way through the sewers. Every monster counts toward your total, be it insect, vermin, or slime. Be thorough; you need to slay every enemy and check every alcove and side passage, or you'll end up wandering the loop again in search of that one last monster.

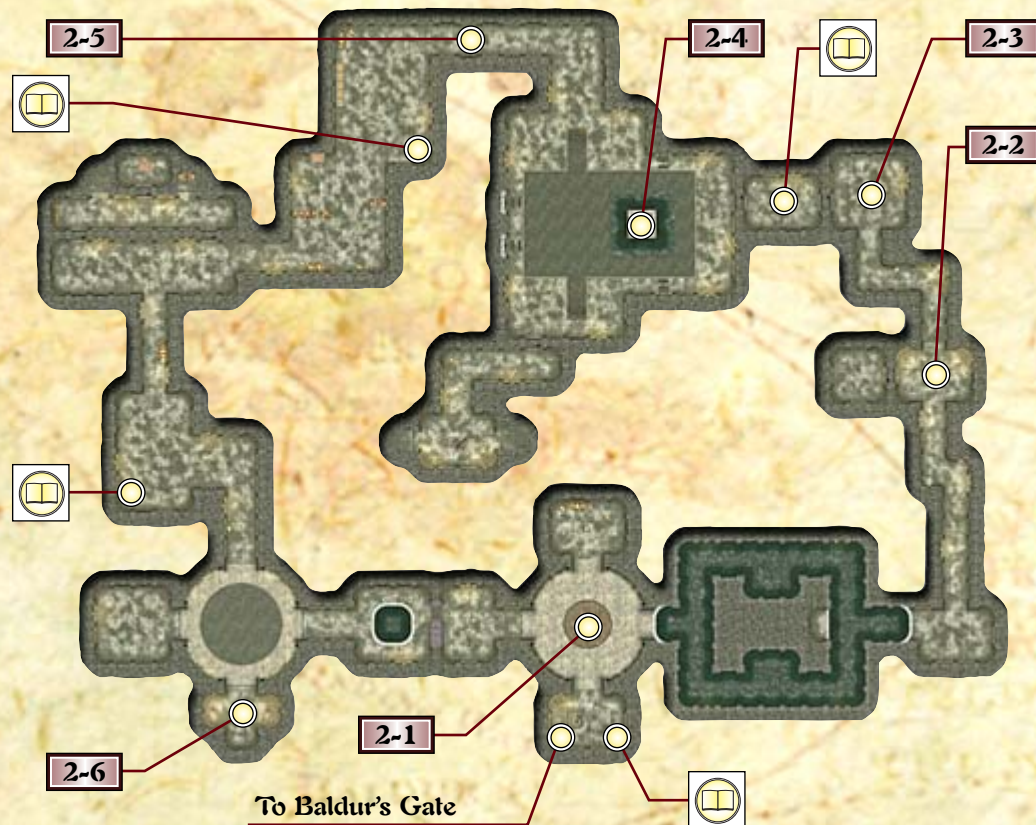
2-2 Return of the Green Slimes

In this area, you'll encounter green slimes for the first time since the first *Baldur's Gate*. They fire triple blobs of goo in imprecise arcs that make them difficult to predict. Try to battle the slime from as far away as possible; usually, this means shooting off-screen and simply listening to see if you hit. When the slimes die, open the door to the nearby alcove and battle the giant insects beyond.

2-3 Beware of Powder Kegs

Those small tan barrels aren't barrels at all. They're powder kegs, and if you hit them with your sword or ignite them with the action button, they'll blow up and take a chunk out of your life bar. Use them against foes by shooting them with projectiles from a safe distance away.

- Area 2: The Sewers -



ACT I - INVESTIGATE BLOODMIRE MANOR

2-4 The Olugh

Not all of the enemies in the sewers are as cute and cuddly as the giant rats and green slimes. In the center of this aquatic pit you'll find an olugh, a large beast that runs around thrashing its tentacles. Fortunately, it's fairly easy to beat; just run around and shoot it in its face. He's pretty quick, but he needs to stop to attack, so you can always stay one step ahead of him. Multi-shot attacks like Hail of Bolts work great here. The chest on the platform often contains an unusually high quality item.

Finish off any remaining enemies around the aquatic pit

before heading into the alcove to the south to battle more slimes and collect small treasures from the jail cells.

2-5 All Slimes, All the Time

After dodging the steam jets in this hallway, wait at the entrance to the large room and start firing into the middle. This room is full of slimes, and this seems to be the safest place to shoot them. When they stop returning fire, move in slowly and shoot down the ones that were hiding farther back. In the southwest corner of the room, you'll find slimes that are well hidden behind a series of crates and barrels. Push a

giant crate ahead of you to block their shots and get in close, then duck around your crate and shoot down the globs.

2-6 The End of the Loop

As you approach the circular room north of point 6, be on the lookout for the final batch of green slimes. The circular railing in the center of the room makes it hard to shoot them, so you may need to rush in or use magic to take them out. When the coast is clear, hit the switch at point 6 to open the door just west of where you started. If you've been thorough, you'll find the

final few enemies in the passage that leads neatly back to Baldur's Gate.



2-5



2-6

INVESTIGATE BLOODMIRE MANOR

AREA 3

BLOODMIRE MANOR

ACT I

ENEMIES

flesh hounds
ghouls
giant beetles
reanimates
skeletons
spiders

the wolves you fought in the prologue, except they have a long-range poison attack. When you see the tail wag, poison is on the way—hit your block button to deflect the projectile.

very effective at dealing with them. When the area around the servant is cleared of enemies, you'll complete the first part of the servant quest.

3-2 The West Bedroom Servant

The first door on your left leads to a dead end, but the second one, at point 2, leads to the first of five servants trapped in this mansion. Open the door, then back up and shoot the flesh hounds through the doorway.

Inside you'll find a wandering pack of reanimates (zombie-like humanoids). These foes have a very short reach, so long polearms—or ranged weapons and spells—are



COMBAT

Reanimates do have one trick: They like to play dead. If you don't see a blood splat, or the reanimated went down too easily, keep swinging to finish the shammer for good.



3-1



3-2



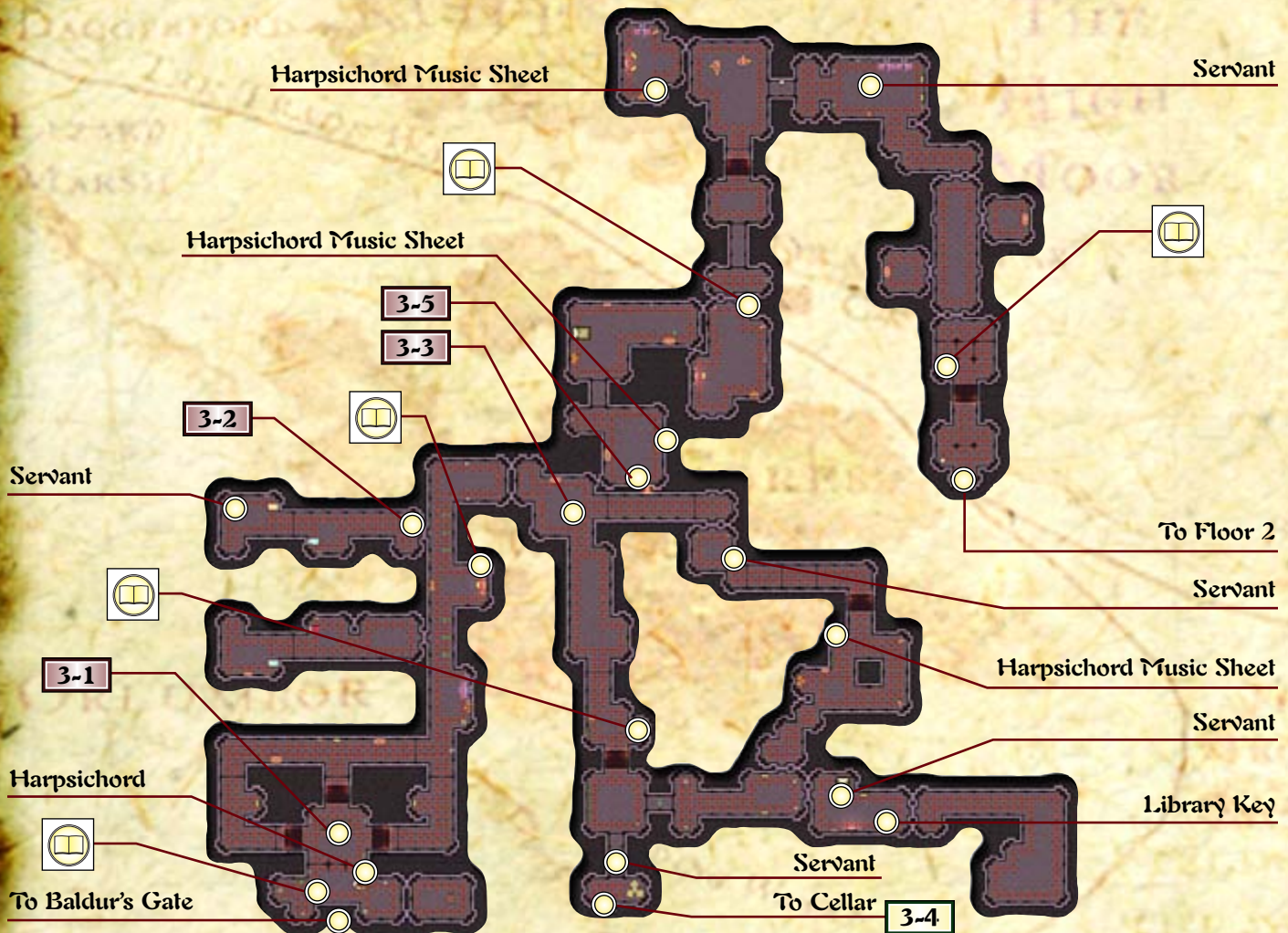
3-2

3-1 Bloodmire Manor

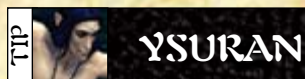
Continue north along Baldur's Gate's main street, and you'll end up in Bloodmire Manor. This is a huge house, and within its walls are five pieces of harpsichord music you'll need to bring back and use at the harpsichord to open up the next area.

In the hallways just north of here you'll encounter flesh hounds. These are very similar to

- Area 3: Bloodmire Manor Floor 1 -



Reanimateds count as undead creatures, so Alessia will have a shockingly easy time here. With only a single rank in Turn Undead, she can vaporize most reanimateds on the screen instantly.



As undead creatures, reanimateds have no life to drain, so Life Drain is worthless here. But you can seize them with Dark Possession, turning them against the flesh hounds and giving you a free crack at them when the dust settles.



After saving the servant in the west wing, enter the south wing at point 3 and make your way all the way to the south end. There you'll find a second trapped servant, and the door to the cellar. Back up a room, then proceed down the hallway to the east, where you'll find the third servant. Make sure you hit the chest in the corner of her room to find the **library key**, which opens the door just to the north of the entrance to the ser-

vant's room. The long hallway out at the east end ultimately leads to nothing, so take the library door instead and go north—pick up a **harpisichord music sheet** on the way. In the hallway north of that, you'll find one more south-wing servant.



ACT I - INVESTIGATE BLOODMIRE MANOR



3-3



3-3



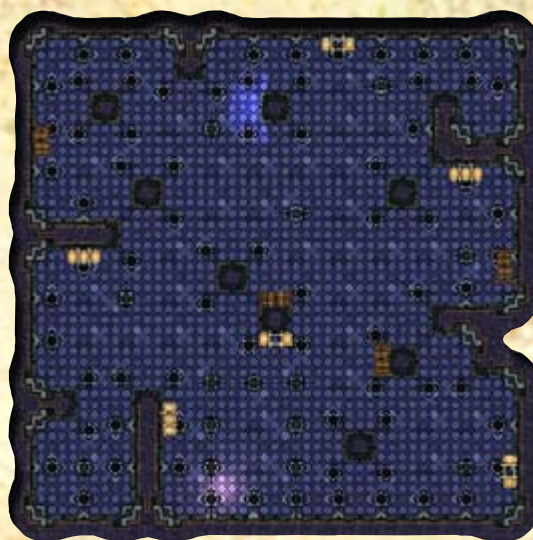
3-4

3-4 The Cellar

OPTIONAL

You'll find a strange grab-bag of enemies in this single, dark room—ghouls, skeletons, giant beetles, and even spiders. All of these should be easy for your character at this point, but in the darkness it can become confusing, so keep your wits about you and use your melee weapons to clear the place out. There's nothing you need for your quest in the cellar, but there are barrels to smash and a few chests to loot.

- Optional: The Cellar -



3-5 The North Wing

You can enter the final wing of this floor by finding a secret door behind the bookcase at point 5. The first of two **harpsichord music sheets** is in the chest on the desk in the very first room. To get to the next one, continue north past the save point where a small army of flesh hounds and reanimates await. Hold your ground and hit them with spells (or spell-like feats, like Borador's Smokepowder Bomb). The **harpsichord music sheet** is behind another false bookshelf to the west.



3-5

3-6 To the Second Floor

The other two music sheets are on the second floor, which you can reach by heading to the east side of the north wing. On the way you'll find the final servant being attacked by a pack of flesh hounds. If you save the hapless servant (and have already saved the other four servants), you'll receive 500 gold and 1000 experience points.

South of his room is a pair of treasure rooms, and beyond them, the stairs to the second floor.



3-5

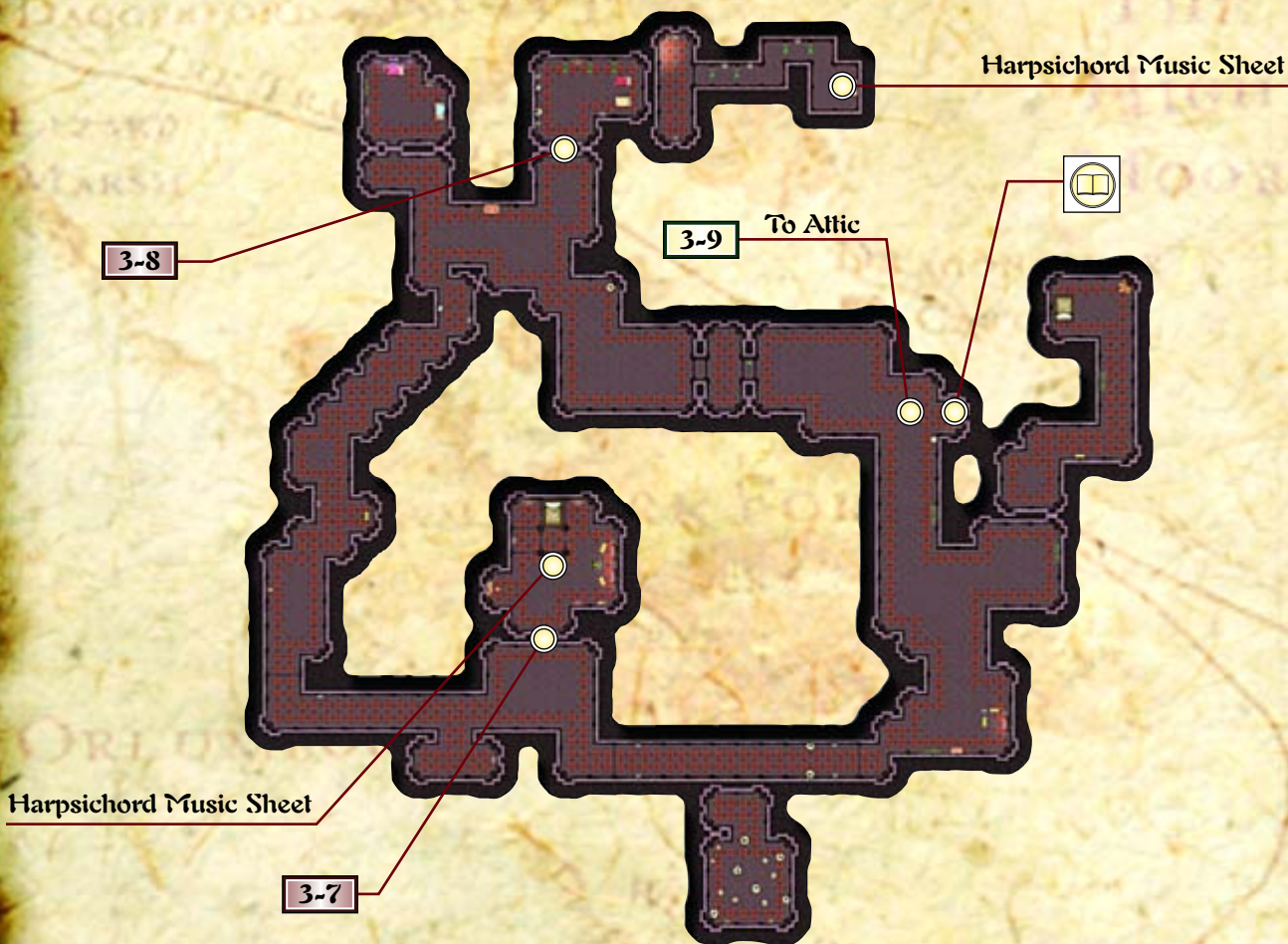


3-5



3-6

- Area 3: Bloodmire Manor Floor 2 -



ENEMIES	
flesh hounds	
giant bats	
giant rats	
reanimateds	

3-7 Harpsichord Music Sheet 4

From the first room of the second floor, head northeast to a small bedroom where you'll find a **harpsichord music sheet** in the chest at the foot of the bed. There's only one more sheet to go, and you'll find it in one of the north bedrooms. You can get there by taking the hallway to the left or right—whichever you prefer.

3-8 Harpsichord Music Sheet 5

There's another bedroom in the door behind point 8, but the chests contain nothing of interest. Inspect the bookcase between the beds to reveal a hidden passage, where you'll find the **harpsichord music sheet** in a chest at the end. If this is the fifth and final sheet you've found, you'll earn 1000 experience points, and can now play the harpsichord at the entrance of the manor. But before you go running back that way, you may want to stop in and check out the attic by the second-floor save spot....



ACT I - INVESTIGATE BLOODMIRE MANOR

3-9 The Treasure Attic

OPTIONAL

There's a bunch of giant bats and giant rats in the attic, but they're little more than a nuisance. The attic is all about treasure, and there's plenty to find. From the entrance, head to the east wall and you'll find a bunker of crates surrounding a massive pile of gold. You could push over a barrel, but there are holes in the barricade against the wall that you can easily jump over.

Northwest of that is another barricade blocking a passage. Jump onto the off-center pile of crates; from there you can jump across the tops of the other crates. This will land you in

another bunkered area, where you'll find numerous chests—and reanimated enemies. Jump one more barricade to the west, and you'll find the last chest, partially surrounded by a wall of crates.

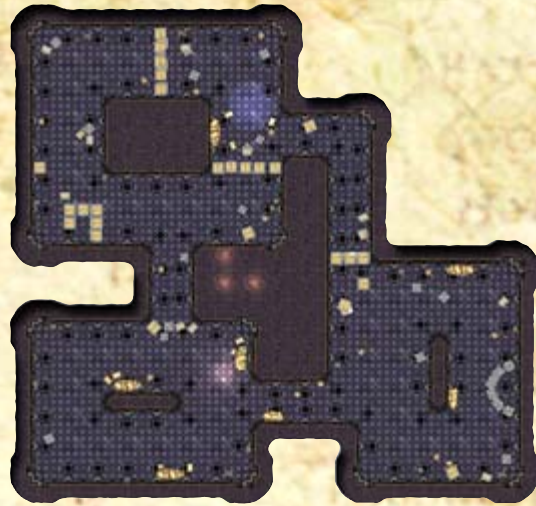


GENERAL

TIP If you don't want to run all the way back to the harpsichord, you might want to use a recall potion to save a little time.



- Optional: The Treasure Attic -



AREA 4

LUVIA'S LABORATORY

ACT I

ENEMIES

flesh hounds

reanimates

4-1 The Cellblock Trap

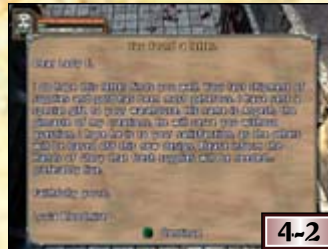
OPTIONAL

After you play the harpsichord, a passage will open. Drop down the trap door and you'll end up in Luvia's lab, where you'll find a few things that call her mental stability into question—the reanimates in the cells near point 1, for example. You can't open the cages, but when you go for the chest in the corner, they'll all burst open, and you'll have a battle on your hands. Check the empty cells before you leave and you'll find another random chest.



4-2 The People vs. Luvia Bloodmire, Exhibit B

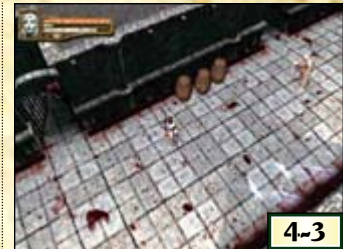
North of the entrance you'll find a table with what looks like a brown book on it. It's actually a letter, and you may find the information interesting. Of course, we're here to put Luvia "to rest," not to collect evidence against her. But it does connect Luvia to Randall's other quest... And who is this Lady F?



4-3 The Loose Tile

OPTIONAL

As you approach the barrels at point 3, the two cells near you will burst open, releasing flesh hounds into the fray. To open up the optional area that includes point 4, pop into the farther cell and step on a loose tile to open the gate.



4-4 The Hidden Lever

OPTIONAL

The loose tile opens the gate at the end of the hall, which leads to a long dry pit and a locked treasure room at the end. In the northeast corner of the room (on the higher level, near the reanimates), you can find a hidden lever which will unlock the treasure room when pulled.

~ Area 4: Luvia's Laboratory Floor 1 ~

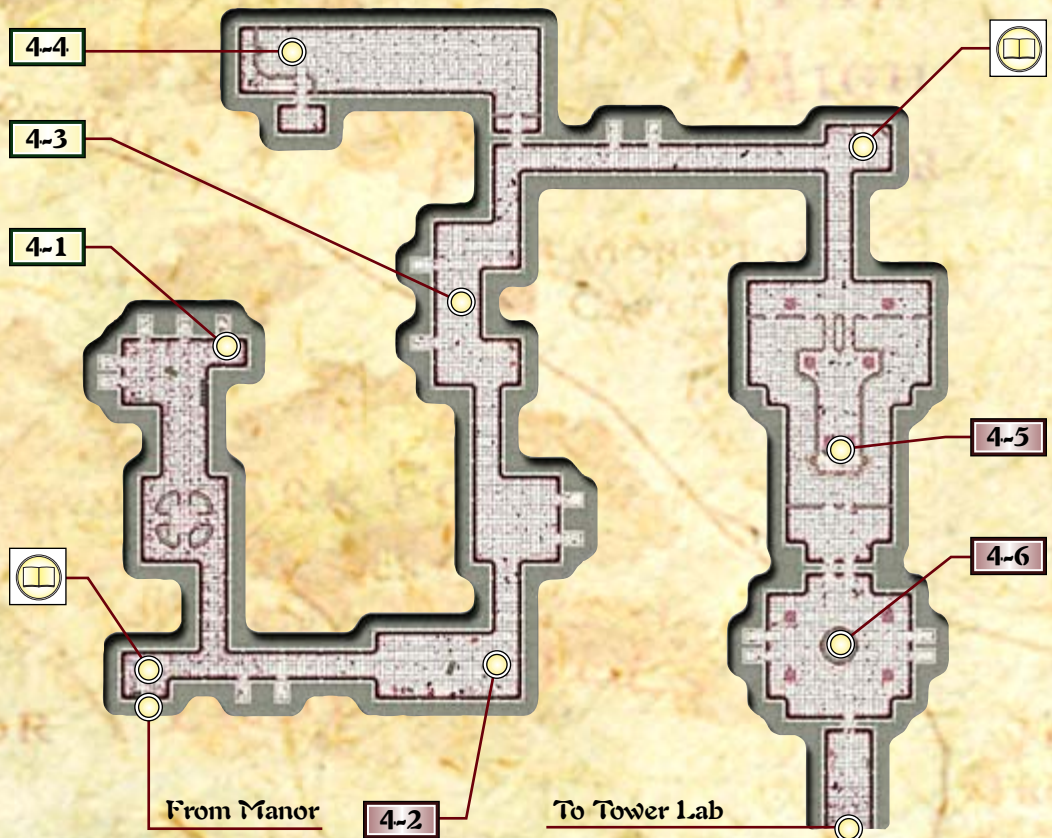


4-4

4-5

Make Your Way to Atrocious

Pull the lever near the altar at point 5, and the doors to the boss room will open. A few reanimateds prowl the pit on the way to the boss room, but you should be able to hack through them easily. When you cross under the threshold to point 6, you'll be confronted with the chimera-like Atrocious and a pack of flesh hounds.



4-6

ATROCIOUS

BOSS

Take out the flesh hounds first. While you're at it, take a few long-distance shots at Atrocious if you can (you can fire over the flaming pit in the center of the battle field). When Atrocious charges you, there's no getting away, and no effective way to block, so circle him and attack from his side, where you'll be safest. When Atrocious starts "chunking," spewing off bits of himself in all directions, run away until it passes (use Sprint if you have it). This is his most dangerous attack, but it happens rarely.



4-6



4-6

4-7

LUVIA'S LACKEYS

BOSS

After fighting through a dozen more reanimateds and flesh hounds, you'll catch up with Luvia at point 7, where she'll send two abominations after you. Fortunately, Luvia spent too much time on limb transplants and not enough on brain transplants, because these guys fall for every trick in the book. Start out by nailing them with ranged weapons from across the blood pool—just listen for the wet smack of a successful hit. When one figures out it's under attack and comes running for you, just turtle up, block its strike, then

counter with one of your own. The only trick is keeping them apart; in a two-player game, each player can take one, but in a one-player game, you'll need to run around until you can take them one at a time.



4-7

ACT I - RESCUE THE KIDNAPPING VICTIMS

- Area 4: Luvia's Laboratory Floor 2 -



4-7

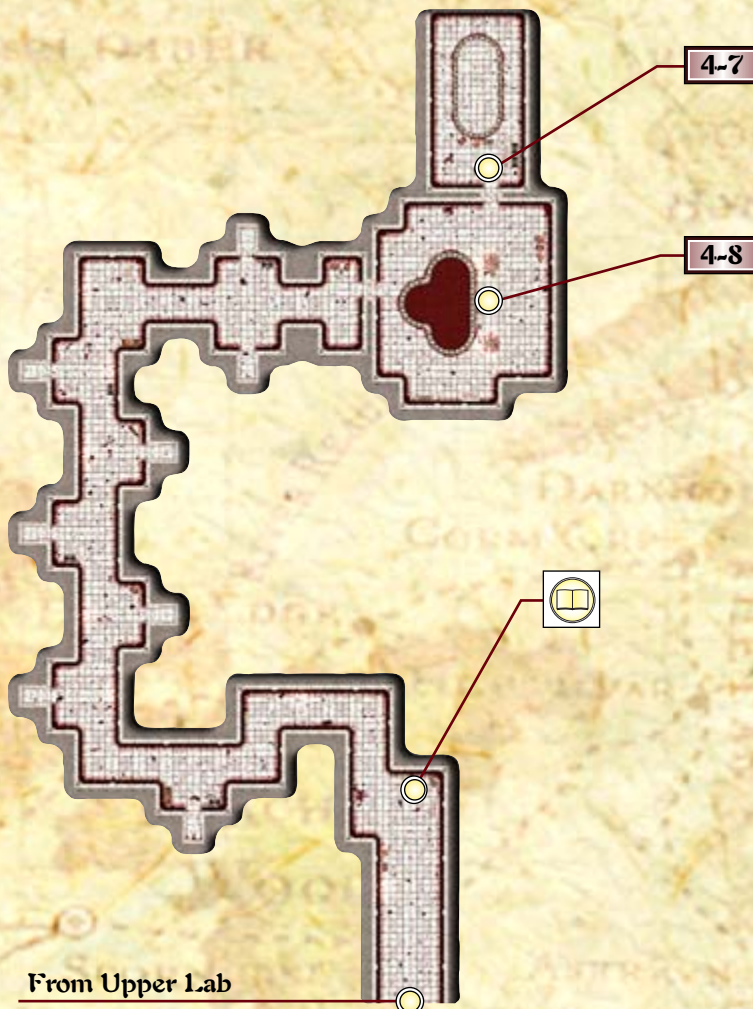
4-8 A Daring Escape

Ever the poor loser, Luvia will turn on the poison vents and open all the flesh hound cells between the boss room and the exit. You'll take small amounts of damage as you run back to the manor, and have to fight dozens of new enemies. You can't use recall potions, so you'll have to hoof it, but at least the walk back gives you a chance to check out a few chests that were in the previously locked flesh hound cells.

When you return to Baldur's Gate, see Randalla for a reward of 1500 gold and 2000 experience points.



4-8



RESCUE THE KIDNAPPING VICTIMS

AREA 5

THE WAREHOUSE

ACT I

ENEMIES

assassins
attack dogs
flesh hounds
guards

5-1 An Unfriendly Reception

As soon as you enter the warehouse, in the southwest corner of Baldur's Gate, a trio of guards will swarm you. To the right of the entrance, you'll see a passage blocked with crates. Jump into the higher crates to knock them down,

then hold your position atop the lower crate. While you're there, blast the guards behind you and all the ones in the hall ahead with whatever feats you have that aren't height dependent. You can also use weapons with wide swings, like staves (ranged weapons can't be fired upward or downward).



5-1



COMBAT

If you position yourself correctly, the poor, dumb guards won't be able to hit you when you're on top of the crates—while you can still hit them with some feats and large melee weapons. Since there are plenty of crates in the warehouse, you can use this trick throughout this area.



5-2

The Assassin Barricade

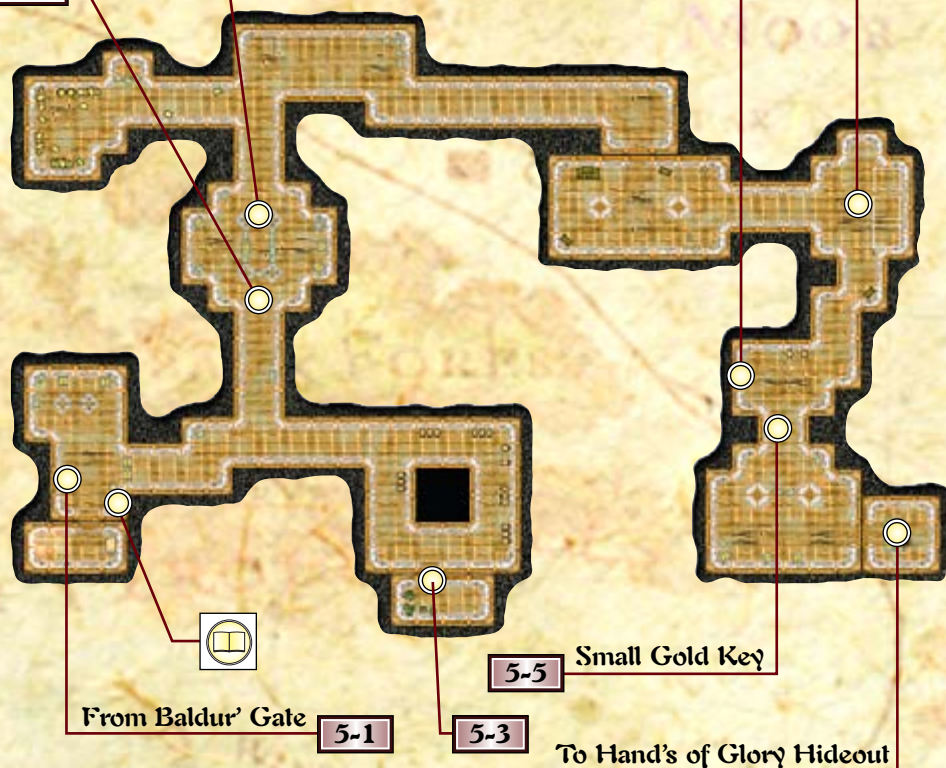
In the center of this room you'll find several assassins surrounded by unbreakable crates. They'll throw knives at you from their safe spot, and the barricade of simple crates won't protect you. Your best bet is to jump from the crates into the barricade (avoiding the attack dogs that circle it) and take them out with melee attacks. When defeated, one will drop a **crowbar**. You can then gun down the dogs by shooting them from inside the barricade.



5-2

Crowbar

5-2



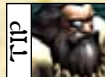
From Baldur' Gate

5-1

5-5

Small Gold Key

To Hand's of Glory Hideout



BORADOR

Poor Borador is too short to shoot over the many crates in the warehouse, so he'll have to keep an eye out for objects like the chest here that give him enough height to fire over obstacles.



5-3

The Corner Room

With the crowbar you got from the assassins, you can break into the treasure room in the south-central part of the map. There are a few guards in the hallway, but the two random chests are usually worth the trip.



5-3

5-4

Unleash the Hounds

When you enter this area, your foes will open the cages to release four attack dogs, leaving you to deal with a handful of guards, a knife-throwing assassin, and a pack of bloodthirsty mutts. Run back a few screens if you can; only a few will follow, and you can then take out the others with ranged weapons.



5-4

ACT I - RESCUE THE KIDNAPPING VICTIMS

5-5

The Assassins' Last Stand

Another assassin barricade has been set up here. Rush forward and place yourself so one of the giant columns is between you and the knife-throwing assassins. A few of them will come and get you, but most of the assassins will hold their ground. Take out the attackers without interference from the knife throwers, then move in and take them out, too. One assassin will drop a small gold key. Use

that to get into the final room of the warehouse. Knock away the boxes and slip into the Hands of Glory guildhall.



5-5

AREA 6

HANDS OF GLORY GUILDHALL

ACT I

ENEMIES

assassins
attack dogs
giant bats

6-1

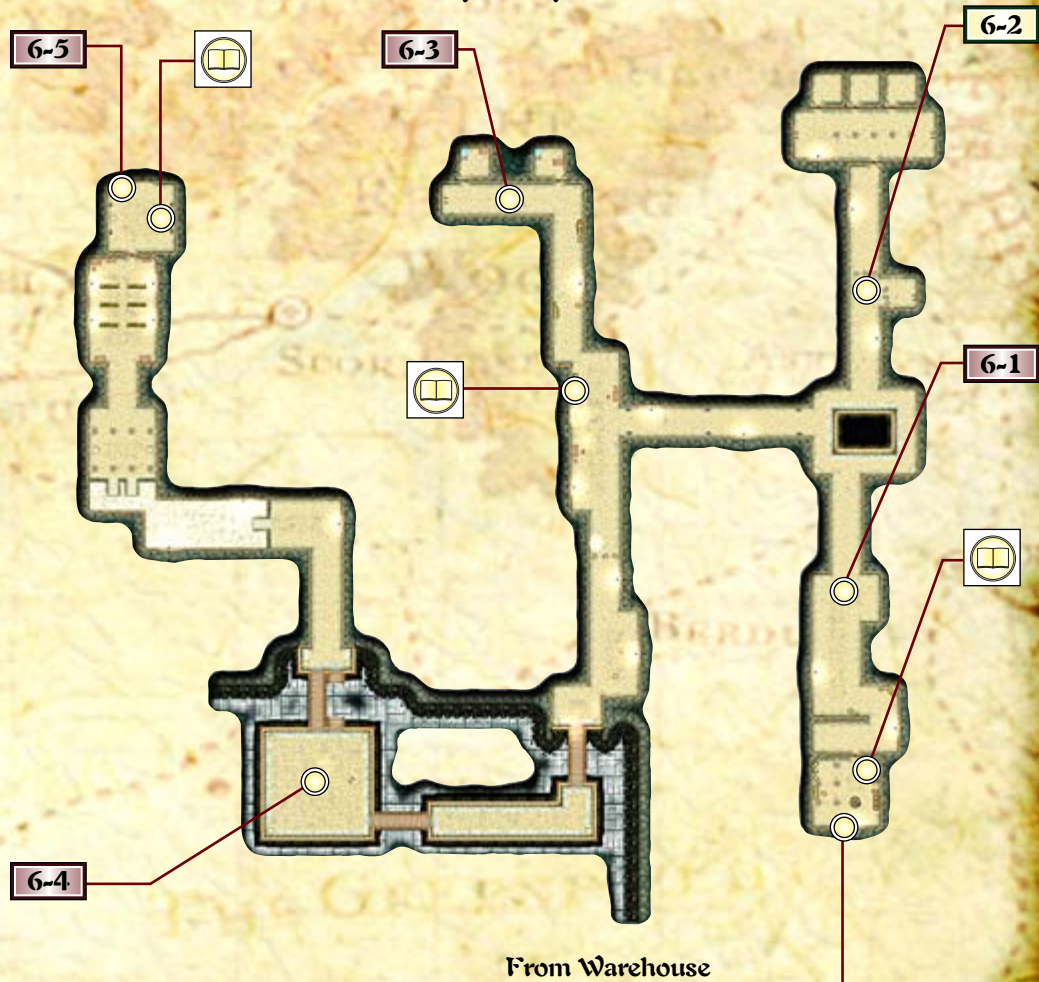
Knives and Fireballs

Rushing the knife-throwing assassins here is a dangerous plan, since the statue in the center will blast fireballs as you run past it. Instead of the frontal assault, hang back and shoot down the assassins with ranged weapons; in this long hallway, you can hit them from farther away than they can hit you. To get past the statue afterward, just slowly approach until it fires, then run through after the fireball passes.



6-1

- Area 6: Hands of Glory Guildhall Floor 1 -



From Warehouse

Info

Characters

Workshop

Walkthrough

Extras

6-2

 The Perilous
 North Wing

OPTIONAL

The area north of point 2 offers a lot of danger and relatively little reward. Unless you're spoiling for a fight, there's very little reason to visit the north wing at all. The first challenge is at point 2, where two teams of assassins hiding behind crate barricades pelt you with a flurry of knives. There's no place to hide in the hallway, so you'll need to leap over one of the barricades and take out one of the teams—with your back to the wall so the other team can't hit you. Ysuran can Life Drain the second team, and other characters may be able to safely take out an assassin or two with ranged attacks.

Open the door at the end of the hall and three more assassins will send a pack of attack dogs on you. Duck back to one side of the doorway to battle the dogs as they come through—the assassins can't hit you from here.



6-2



6-2

6-3

The Hostage Cells

Cautiously approach point 3, as there are lots of assassins in these hallways. The first two hostages are locked in the small rooms north of point 3, but you'll need to get the keys first. You'll find a key ring on the body of one of the assassins outside.



6-3

6-4

The Hostage Cages

They're keeping a lower class of hostage in the south end of the hideout, poor souls who don't even get the dignity of a small bedroom. From the save point, head further south. Cut your way through some giant bats, then take out the assassins who are warming themselves by the fire. As before, the last one holds a key ring. If you already freed the two hostages from the cell, you'll get 1000 experience points and a door key from the last one here.



6-4

6-5

ARGESH THE GOUGER

BOSS

Argesh has a bull rush attack that is unblockable, but if you're right in his face he'll just use simple jabs. If you can get rid of his various allies (or at least keep them on a different side of the large barricade), you can defend to block each of Argesh's strikes, then quickly retaliate with a strike of your own before resuming your defense. When Argesh dies, he'll drop a key that frees one last hostage to earn you 250 experience points. Return to town and report to Randall for 1000 additional experience points and 4000 gold.



6-5



YSURAN

With all the crates and debris in this area, there has to be somewhere that Ysuran can get a cheap Life Drain victory. That place is atop the three small crates northwest of the entrance, to the right of the locked door on the far wall. As long as you're atop the middle crate, against the wall, Argesh won't be able to touch you, but you can nail him with Life Drain or touch attacks like Chill Touch and Contagion.



- Boss: Argesh the Gouger -



INVESTIGATE THE RUINS (OPTIONAL)

AREA 7

WOOD OF SHARP TEETH

ACT I

ENEMIES

blood crows
hobgoblin archers
hobgoblin fighters
hobgoblin halberdiers

7-1 Return of the Blood Crows

The enemies in these ruins vary depending on when you visit. If you're in Act I, you'll find the first part of the ruins infested with blood crows. They should be no problem for anyone with a good long-range weapon, making Act I an ideal time to go treasure hunting in the Wood of Sharp Teeth.

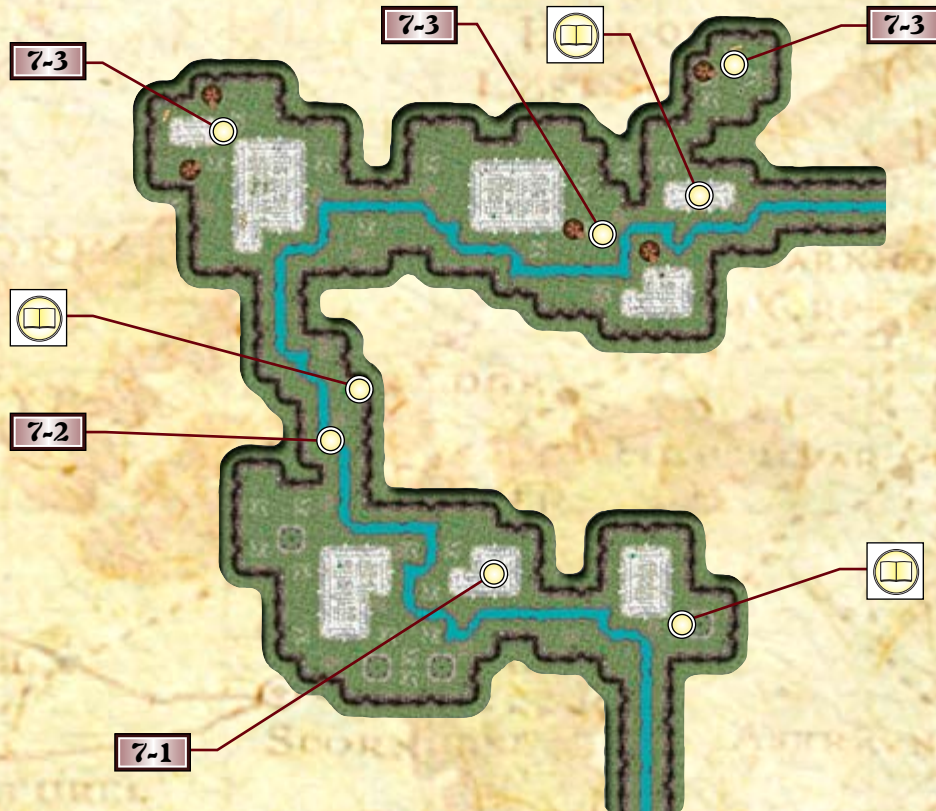
7-2 The Hobgoblin Warband

As you head north, you'll encounter hobgoblins. They come in three flavors—halberd-wielders, crossbow gunners, and plain-old fighters. The halberdiers are slow, so you can easily run ahead and fire back with ranged attacks and spells. In melee, get close, defend against their swings, and hit them with quick attacks while they bring the axe around again. For the crossbow hobgoblins, block their shots until you can get close, then take them down in melee.

7-3 Hobgoblin Encampment 1

Besides the two chests found southwest of point 1, there isn't any treasure in these ruins. But there is plenty of quality loot in the various hobgoblin encampments. Most of the weapons in the weapon racks are of fine quality, and you can usually find a fine ring or two in their chests and barrels. All in all, the Wood of Sharp Teeth is usually a very profitable trip.

- Area 7: Wood of Sharp Teeth -



Intro

characters

workshop

walkthrough

extras

DESTROY THE RED FANG MARAUDERS

AREA

8

CLOAK WOOD CLIFFS

ACT I

ENEMIES

goblin archers
 goblin fighters
 goblin spearmen
 goblin wolf riders
 hobgoblin archers
 hobgoblin fighters
 hobgoblin halberdiers
 rust monsters

8-1

The Goblin Wolf Riders

The Red Fang goblins return in droves for this mission, and now they come in an exciting new flavor: wolf riders. These mounted goblins are more maneuverable than normal wolves, so it's hard to get around them. But they spend so much time circling and taunting that they're easy to deal with by running back and firing ranged weapons.

8-2

Sniper Ridge

The thin ridge around the small lake leads to nothing, but makes an ideal sniping range. Stand a few paces south of the grassy plateau, and none of the goblins will be able to reach you! Eradicate them with your ranged weapon of choice, then wade through the pile of bodies and continue your quest.

8-3

Keep Climbing

There's a bit of loot to be found near the end of this area—where the path slants upward. Southeast of the hill is a small goblin camp with one chest, and another chest can be found in the nook due north of the hill. Save your game at the save point, then enter the Cloak Wood Cave, which you'll need to cut through to get to the other side of the cliffs.

- Area 8: Cloak Wood Cliffs Lower Level -

Orc Cave Entrance



8-1



8-2



8-3

8-4

Cloak Wood Cave Ambush

Goblins are great at setting up ambushes. Fortunately, they're not so good at tracking moving targets. A company or archers—hobgoblins and goblins alike—await at the entrance to this cave, but you have plenty of room to run. After they fire a volley, take a shot or two yourself (aim for the softer goblins first) then run around to dodge their bolts (or switch to a different weapon and block). Feats that let you fire multiple projectiles at once (like Flame Arrow and Hail of Bolts) are fantastic here.



8-4

- Area 8: Cloak Wood Cave -



8-5

Rust in Peace

You'll encounter your first rust monsters here—nasty critters that eat metal armor and weapons. If you have metal armor equipped at this point, un-equip it and switch

your metal weapons to a staff or something. Without metal on your person, the rust monsters are completely harmless, so you can either walk on by or pound them to pieces with a wooden stick.



8-5

8-6

Ogre Cave Ambush 2

When you approach a wall of crates after the rust monsters, try to shoot the two hobgoblin fighters from between the crates, where they can't reach you.

Beyond them you'll find a bunch more archers, but this time they're dispersed over a much wider area. You can fire from a distance, but it's quicker to rush in, dodge the arrows, and whack 'em when you can.



8-6

- Area 8: Cloak Wood Cliffs Upper Level -



8-7 The Treacherous Passage

A bunch of scattered goblins await outside the cave, but if you keep the small hill between your character and their archers, they won't be able to do much damage. To get out of this area, you need to head through the thin passage at point 7. Sometimes a goblin archer finds his way into the tunnel, so you may want to use Stealth or Sprint to get through quickly—or a long-range attack to clear the passage.



8-8 The Goblin Mud Pit

Instead of charging through this mud pit, you can go around it to the north, where you'll find a chest and weapon rack in a small goblin camp.

8-9 Cloak Wood Warpath

After the mud pit, head north up the hill, where you'll find a welcome save



point and another goblin camp (with the usual treasure) in the northwest corner. Hang a right and you'll be looking at a long road infested with packs of goblin wolf

riders and scattered hobgoblins. Heal up, buff yourself with spells if you have them, and fight eastward to the Cloak Wood.



ENEMIES

giant bats
giant rats
goblin archers
goblin fighters
goblin shamans
goblin spearmen
goblin wolf riders
hobgoblin archers
hobgoblin halberdiers
obylughs

9-1 The Red Fang Onslaught OPTIONAL

I thought avoiding the Red Fang army was the reason we went this way in the first place? Make a mental note to kick Sollus in the gut when you see him next, and forge northward through several waves of goblins and hobgoblins to the second save point. Goblins like to lurk beneath the trees, so rotate your camera often to find hidden archers.

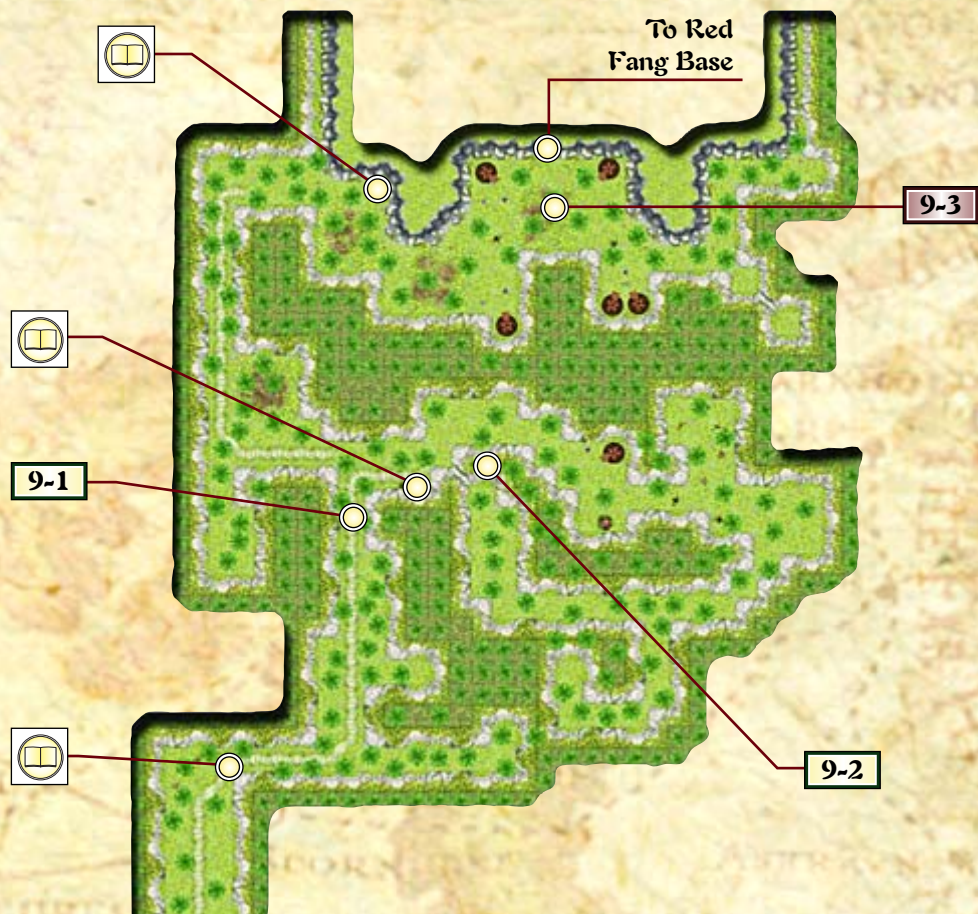
9-2 The East Loop OPTIONAL

You can head through the small valley here to do a large loop that will take you through two goblin encampments—both guarded by ever-annoying goblin shamans. This loop has many perils and not much treasure, so only do it if you're hungry for experience.

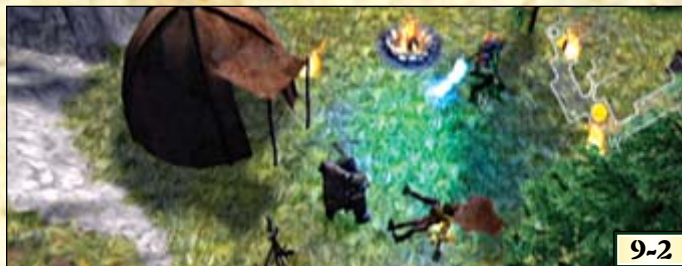
9-3 The Red Fang Base

The cave at point 3 is the entrance to the base of the

- Area 9: Approach to Red Fang Base -



Red Fang Marauders. You can charge in now, but you may want to continue east down the road, where you'll find a treasure chest to the southeast. They're lightly guarded, and you'll need all the help you can get to survive inside.



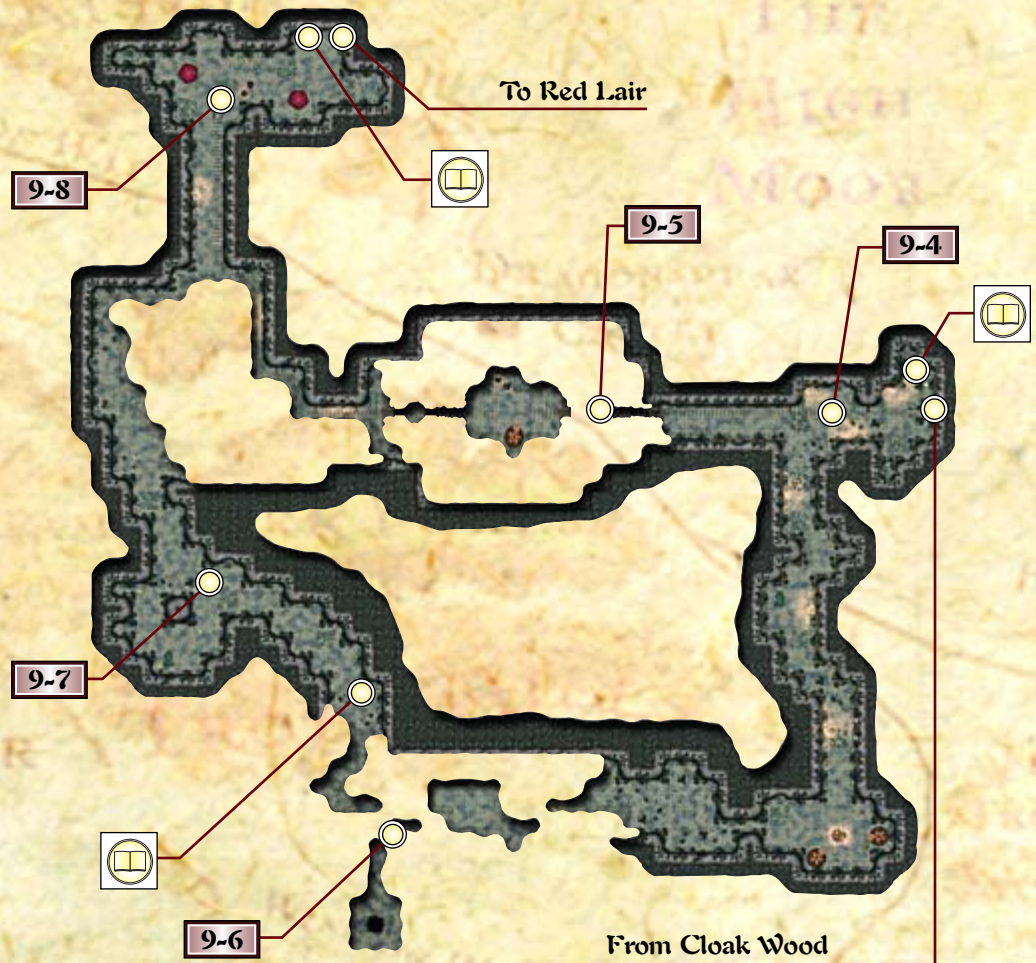
9-4 A Fork in the Road

Your destination is in the Red Queen's lair, found in the northeast corner of the map. To get there, you can either head west for the direct yet perilous route, or south for a longer, goblin-infested route. Most of the treasure is to the south, but the west route will save you a significant amount of time. The choice is yours.

9-5 West Route: Deadly Crossing

The bridge lies before you, but if don't take out the annoying goblin shaman and archer first; they'll make the crossing far more difficult than it should be. Blast them with spells if you can; you'll take a ton of damage if you just sit back and fire arrows. Just west of them you'll find another group of shamans and archers, and a few scattered goblins elsewhere, but that's it for the tricky stuff.

- Area 9: Red Fang Base -



9-4



9-5

TIP BORADOR

This route is a snap if you just use Stealth. You can leap across unopposed, and backstab the shaman from the other side. Since the enemies on this route are scattered so widely, you can Stealth up again every few seconds.



9-6 South Route: The Treasure Slab

After a long passage south, the path will turn westward, along a series of floating rock slabs, and will eventually end in a fork. Your main destination is to the north, but treasure hunters can jump across to a floating platform in the south, where they'll find three treasure chests guarded by a trio of goblin shamans. To beat the shamans, charge in with swords swinging and take them out as quickly as possible. Or you can run around them (they won't move), dodge their spells, and just grab the loot.

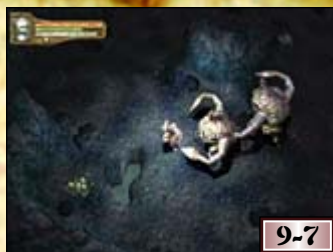


9-6

9-7 South Route: Return of the Obhughs

There are a pair of obhughs lurking at the loop here. These are tight quarters, so the obhughs don't have much room to maneuver. You can either get them stuck on a corner and shoot them down, or hit them in the face, run back to dodge their little arm waves, and repeat the process.

ACT I - DESTROY THE RED FANG MARAUDERS



9-8

The Hobgoblin Tunnels

The final stretch of this cave is swarming with hobgoblins. Try to lure them back to point 8, where the obstruction at the end of

the mine cart track will prevent them from ganging up on you. Save your game, then prepare to meet the leader of the Red Fang marauders.

9-9

THE RED QUEEN

BOSS

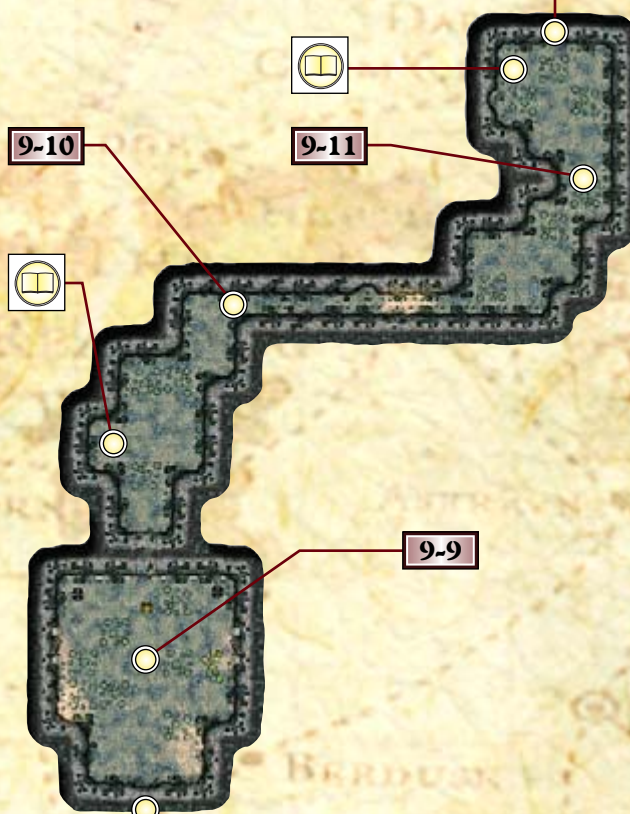
This is a difficult boss, and the hardest part is right at the beginning, when you have to evade the Red Queen and her fireball spitting statues to take out the archers and goblin shamans that dot her lair. When you've dealt with them, you have two options for dealing with the Red Queen. You can run around her in wide circles, and fire projectiles—Flame Arrow, Precise Shot, Hail of Knives (anything that deals more damage than a normal arrow or knife will work well). Only fire when you have a clear shot. Concentrate on dodging her fireballs,

outrunning her magic missiles, and jumping when she does her leaping sword attack.

The other option is to fight in melee, blocking or circling until she gives you an opening to strike back, and then hitting her with Barbarian Rage-fueled melee attacks or Flame Strikes. You'll take a lot of damage this way, but for characters like Dorn and Alessia who lack good ranged attacks, it's probably easiest. Fortunately, the queen isn't quite as hard as she looks; this battle will end when her life bar drops below the 25% mark.

- Area 9: The Red Queen's Lair -

To Escape Passage



From Red Fang Base



9-10 Razor Trap Tunnel

After the Red Queen disappears, chase her through the hole that appears in the north part of the lair (you'll need to jump up to it) and save your game. A series of spinning razor discs will block the tunnel at point 11. Run past them one at a time, hiding in the safe spot between them. Take the time to learn to recognize the slits in the wall that give away their presence, and keep an eye out for them throughout this dungeon.

9-11 Arrow Trap Tunnel

Past the cavern with the giant bats you'll encounter a new kind of trap—small pipe-like holes in the cave walls that fire flurries of arrows at anything that moves. The farther the source, the wider the dispersion of arrows, so hug the walls to dodge the trap by the door as you run through the short gauntlet of traps on the side. Borador can disarm these traps, but only if he's directly near the source.



9-10



9-11

TIP BORADOR

As a rogue, Borador has the ability to disarm traps. As you go through this area, proceed slowly, and when you get near a trap you'll be given the option to simply pull the plug.



9-12 The Escape Passage

More traps await here, as well as a few giant rats and bats for good measure. By now, you should be able to recognize spinning disc and arrow traps from the holes in the wall. But spear traps, which first appear at point 12, are a little harder to spot. Keep an eye out for the freckle-like black spots on the floor, and jump over any segment of floor that looks suspicious. Of course, it's all easy for Borador, who will be given the option to disarm all traps if he proceeds slowly.



9-12

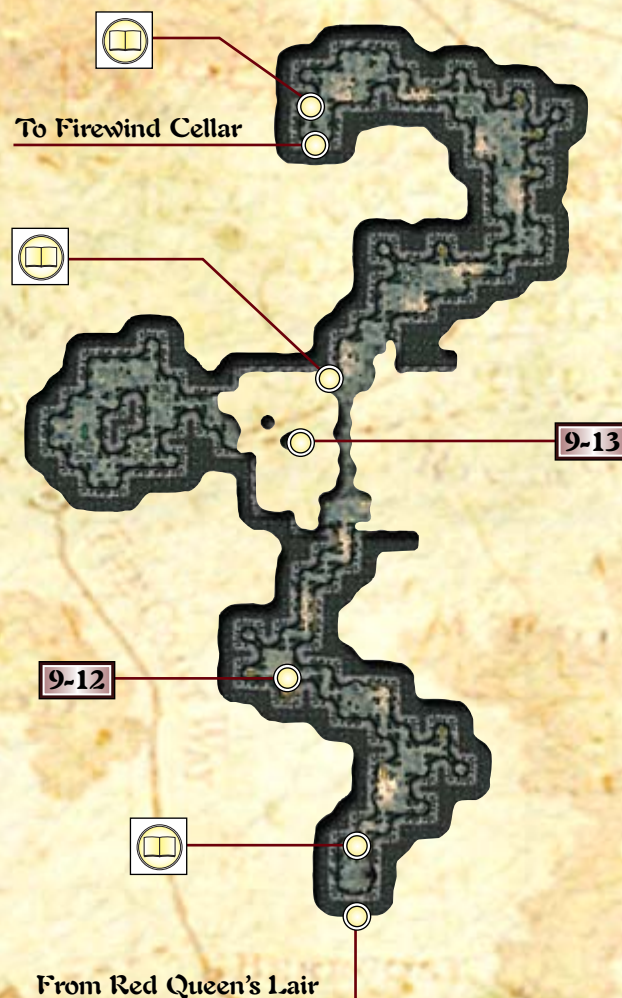
9-13 Ottyugh Treasure Loop

If you jump to the left from atop the slab bridge in the center of this map, you'll reach a circular tunnel where you'll find a bunch of chests and crates. You'll also find an ottyugh, but it can easily be evaded if you just want to grab the loot. Of course, you can also shoot it down from afar if you're feeling mean.



9-13

- Area 9: The Escape Passage -



To Firewind Cellar

9-12

From Red Queen's Lair

AREA 10

BENEATH FIREWIND MANOR

ACT I

ENEMIES

attack dogs
ghouls
giant rats
hobgoblin archers
hobgoblin fighters
hobgoblin halberdiers
skeleton archers
skeleton fighters

10-1

False Walls and Big Rats

In an unexpected turn of events, the Red Queen has lead you to the cellar of some fancy mansion. Your foes here are primarily dogs and hobgoblins, and aren't any tougher than the ones you fought through to get to this point.

At point 1 you'll see a room on your map, but no door. Destroy the barrel between the two casks, and you'll find a false wall you can push aside to reach a treasure chest and some barrels.



10-1

10-2

The Cellar Arsenal

OPTIONAL

In this wing of the mansion, you'll find an alcove in the northwest corner that has been blocked by immovable crates. You can move the crate in the southeast corner, however, so leap over it and push it over to the crate barricade. On the other side, you'll find a pair of weapon racks.



10-2

10-3

Another Secret Nook

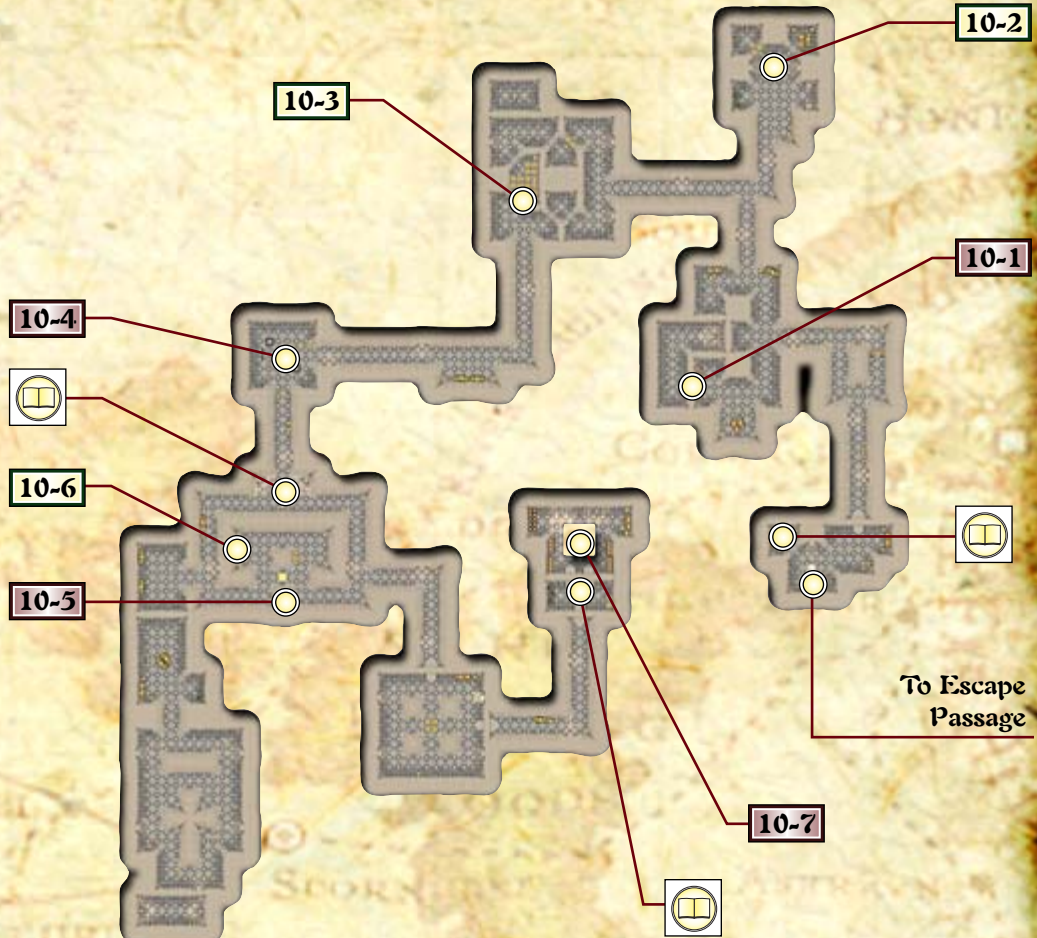
OPTIONAL

A wall of crates bars you from approaching the small treasure room north of this loop, but you needn't do anything fancy to get over them.



10-3

- Area 10: Beneath Firewind Manor -



There's a staircase of lower crates at point 3 you can use to reach the northwest corner of the loop, and you'll find a loose stone near the point at the map where it looks like there's a door. Hit the stone to gain access to another optional treasure room.

10-4

The Cellar Rat Trap

As you run down this hallway, a barrage of arrows will greet you. Each of the three pillars in the room at point 3 can fire an endless stream of arrows in any cardinal direction. If you time it right, you'll find plenty of safe spots in the diagonals between the arrows.



10-4

10-5

Treasures at the Fork

On the opposite side of the wall with the save point, you'll find a fireball-spewing statue. Its blasts are easy to dodge and worth the trouble, since it guards a pair of treasure chests and a weapon rack. When the looting is done, you're left with a choice: Head east to continue onward, or—to pick up some more treasure first—pull the lever and head west.



10-5

10-6

The West Wing

OPTIONAL

Pulling the lever at point 6 will open the door to the wing in the southwest corner of the cellar. There you'll find a small army of attack dogs, but they can easily be defeated if you fall back to one of the thin hallways and fire off a steady stream of projectiles. Pull the torch at the end of the hallway to open up a small room



10-6

that contains a few racks full of fine and remarkable weapons.

10-7

The Red Queen Round 2... Or Not

When you cross through either

doorway beyond the save point, you'll finally meet your humble host at Firewind Manor. After a few brief pleasantries, she'll graciously escort you to the next area, the Firewind Manor Dungeon.



10-7

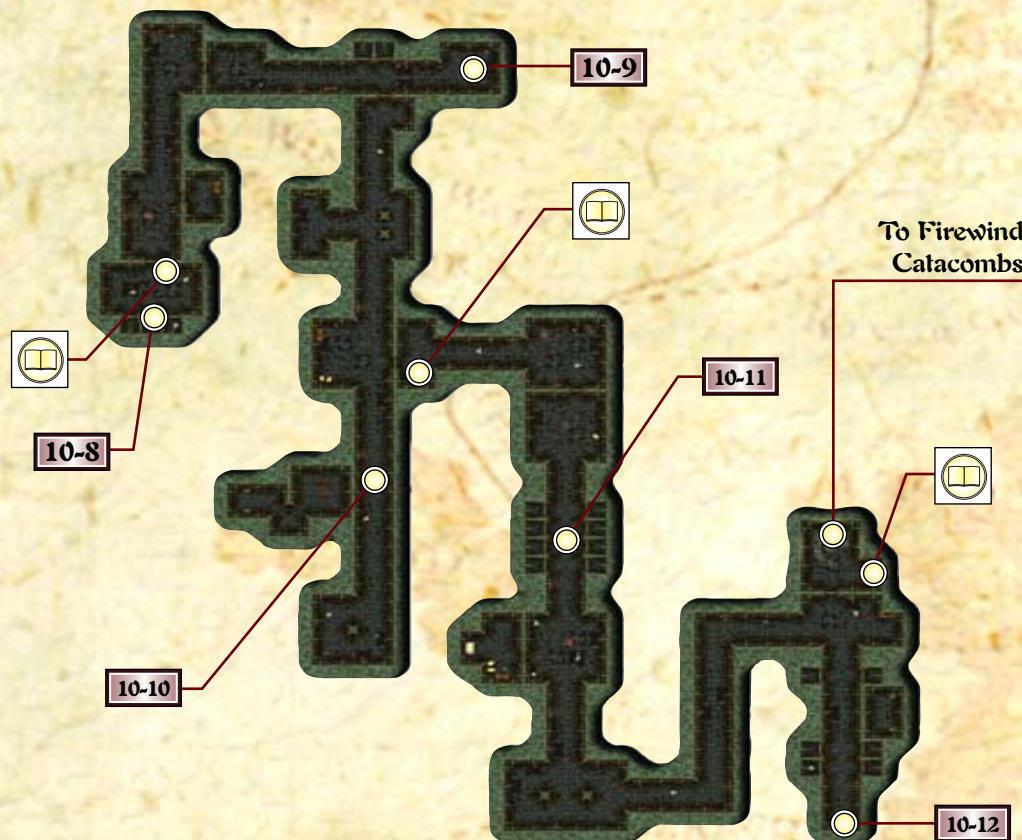
10-8

A Not So Dramatic Escape

It's a rookie mistake for a dungeon architect, but a pretty serious one. You see, the switch that opens the cell doors is supposed to go on the *outside* of the cell. Well, his eventual beheading is your gain, as you can bust out of the cellar by pulling a lever in the smaller cell to the south. Unfortunately, the dungeon designer did get the whole undead-army-appears-when-you-pull-the-switch thing right, so prepare to start hacking... or rather, bashing.

Skeletons are resistant to certain spells and all bladed and ranged weapons, so bludgeons are the way to go (if you have turned Damage Text on in the option screen, you'll see that the numbers are red when you're using an ineffective weapon or feat). Other enemies in here include giant rats, and not-so-giant regular rats. The regular rats are harmless, but pop when you stomp on 'em. Have fun with that!

- Area 10: Firewind Manor Dungeon -



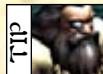


10-8



ALLESSIA

Turn Undead. That's it. That's your tip!



BORADOR

Skeletons are resistant to smokepowder bolts, but the bombs and satchels are effective, especially when you alternate between blasts of flame and bludgeon attacks.



10-9 Pull It and Run

More undead await here, but all the doors are locked. You'll find the switch at point 9, but don't go rushing back as soon as you pull it, because the lever also activates the fireball-spewing statue in the center of the room. Triple the fireballs means triple the damage, so wait for it to fire and miss before you charge back to the hallway, which is now full of skeletons that have been released from the cells.

10-10 Death Trap Hallway

The pair of triple fireball statues you pass as you first head down this hallway are inactive, but the three hidden fireball traps stuck on the wall near point 10 are not. Keep your eyes on the wall, because sudden death does not always come mounted on a giant spiked pillar. Directly in front of the trap you'll find a loose stone which opens the door to the treasure room on your right (but does not deactivate the trap). To open the other door, go pull the lever at the end of the hallway. As a bonus, this will deactivate the various fireball traps.

10-11 Undead Ambushes

The cells on either side of this room will release a vast army of undead. Proceed slowly so you're not overwhelmed. Fortunately, there are no traps in this corridor, or the next, so if you're prepared to deal with the undead warriors, you can make it to the next point without any other unpleasant surprises.



10-9

10-12 The Chain and Lever

The lever near point 12 will open the door at the other end of the hallway, but don't head that way quite yet. If you check out the last cell on your right, just before point 12, you'll find a chain you can pull to open a door to the east, where a treasure room awaits with a chest and two weapon racks. When the looting is done, head north to battle a few ghouls on your way to the Firewind Catacombs.



10-10



10-11



10-12

DESTROY FIREWIND MANOR

AREA 11

FIREWIND MANOR

ACT I

ENEMIES

 ghouls
 ghouls
 giant rats
 giant skeletons
 skeleton archers
 skeleton fighters

11-1

The Ghost of Arson Future

As soon as you enter this area, you'll be confronted by an ancient spirit with a quest for you. You have the option of ignoring his speech and simply fighting him (an easy win), but you're going to do what he wants anyway, so you might as well make it official and score a reward for it.

11-2

Raid the Felldane Crypts

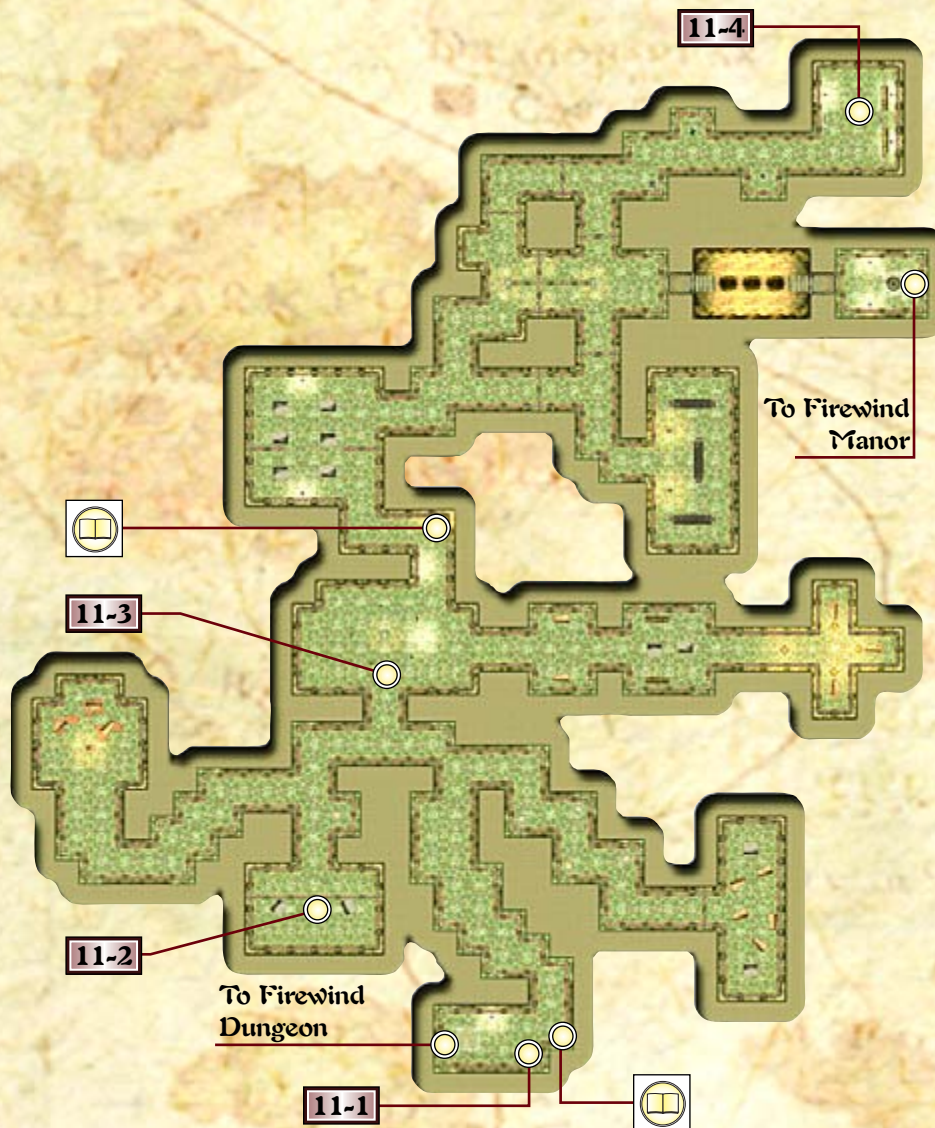
The coffins in this room are each accompanied by a treasure chest, making this one of the more lucrative areas of the catacombs. Don't miss the occasional piles of gold in small alcoves like the one you passed to get to point 2.

11-3

Beware the Toxic Ghosts

Green-colored ghosts crawl on all fours like ghouls, but are far more dangerous. When killed, or during melee combat, they unleash a poison cloud that cannot be effectively dodged. Fortunately, ghouls and ghosts don't share the skeletons' resistance to bladed weapons, so they're fairly easy to kill from a distance.

- Area 11: Firewood Manor Catacombs -



Whenever you see one, switch to ranged weapons and stay out of poison cloud range.

You'll encounter a few more ghosts if you head east from point 3, but you'll also find a few chests (which usually contain only gold).



ACT I - DESTROY FIREWIND MANOR

- Area 11: Firewind Manor Floor 1 -



11-3

11-4

11-4

Well-Guarded Treasures

There are two blue chests in this area, but you'll need to fight past three or four ghouls to reach them. If you can't resist the temptation to smash the crate in the center of the room, you'll also have a giant skeleton on your hands. It looks impressive, but in combat it's just like a normal skeleton—just bigger and tougher.

11-5

Eavesdropping on Arogazia

When you reach point 5, you'll be given the choice to barge in on Arogazia's con-

versation, or hide in the alcove and listen in. The choice is yours, and nothing is affected except the amount of conversation you overhear and the reaction of the participants. All that's left is to listen and learn. This may look like a boss room, but you'll do no fighting here.

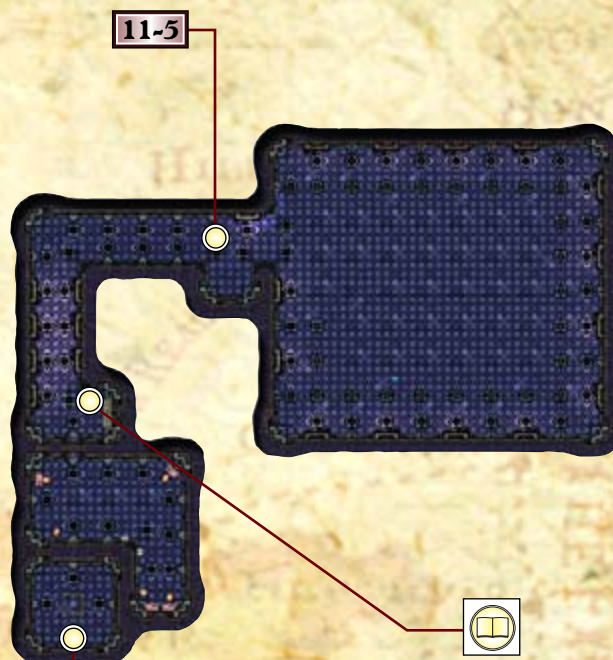
11-6

Felldane Flambé

With a name like Firewind Manor, what happens next should hardly be a surprise. The spirit of house Felldane has got his wish, and while you can hardly claim credit for it, you'll want to claim

the reward at point 9 all the same. Before that, you can earn a bit of experience and a bit of cash by opening some of the optional rooms before the manor burns to the ground. If you'd rather not tangle with the flaming debris that's falling from the ceiling, you can head straight to point 9 and back to Baldur's Gate.

The flaming debris that falls from the ceiling will do a chunk of damage if it lands on you, and you'll take burning damage if you walk through debris that has already fallen. To stay safe, hug the inside wall where wreckage rarely falls.



From Catacombs



11-5



11-6

11-7

The Trapped Servants

The door at point 7 is locked, but there's a chest with a key right outside. Too bad it's the wrong key; it only fits the lock at point 8. But there's a chest near point 8 that contains the key to the room at point 7, and it's worth the trip back, as the servants inside the locked room will reward you with 1500 gold and 1500 experience points for saving their miserable lives.

11-8

The Manor Treasure Room

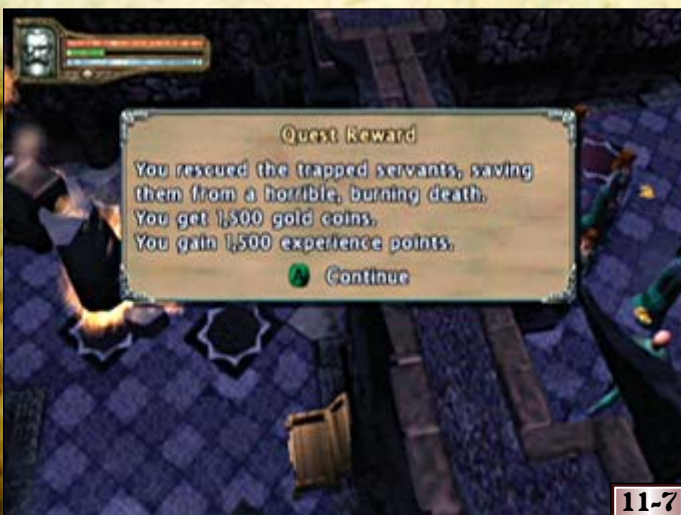
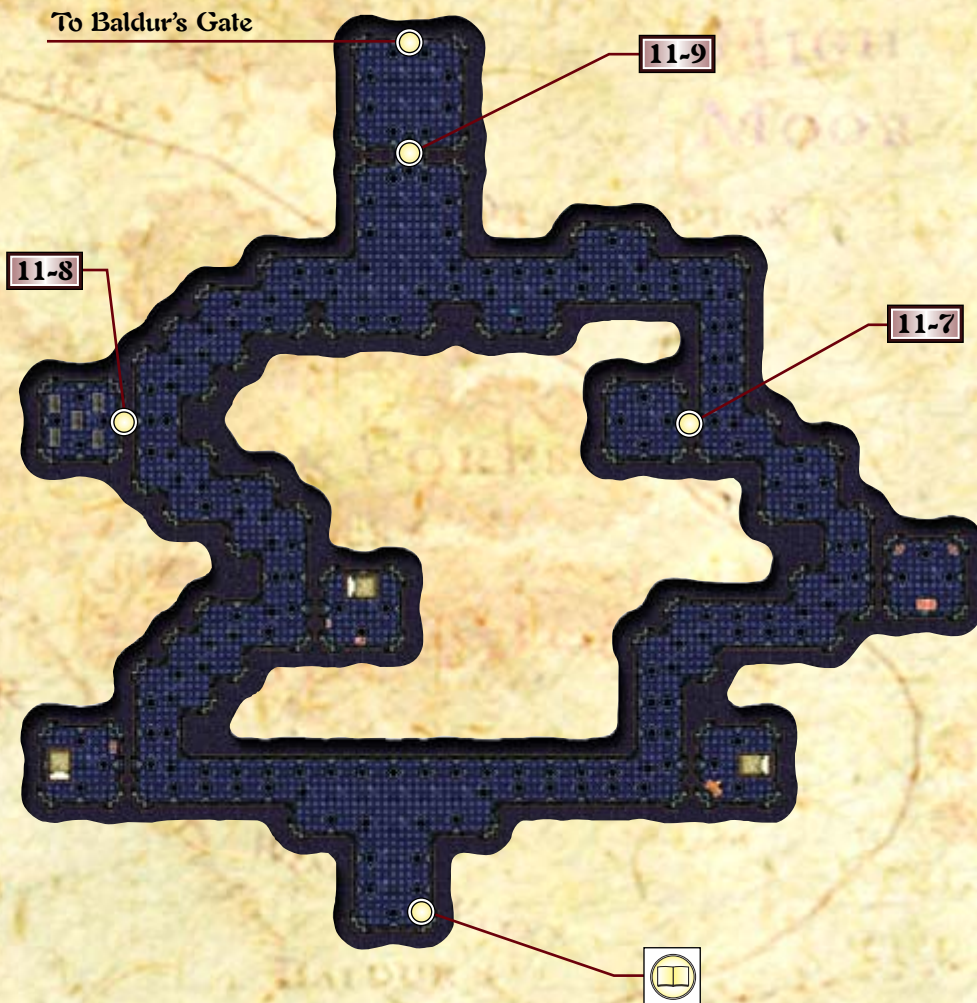
The key you got at point 7 unlocks the door here, where you'll find no less than seven chests. Most contain simple weapons and small amounts of gold.

11-9

Back to Baldur's Gate

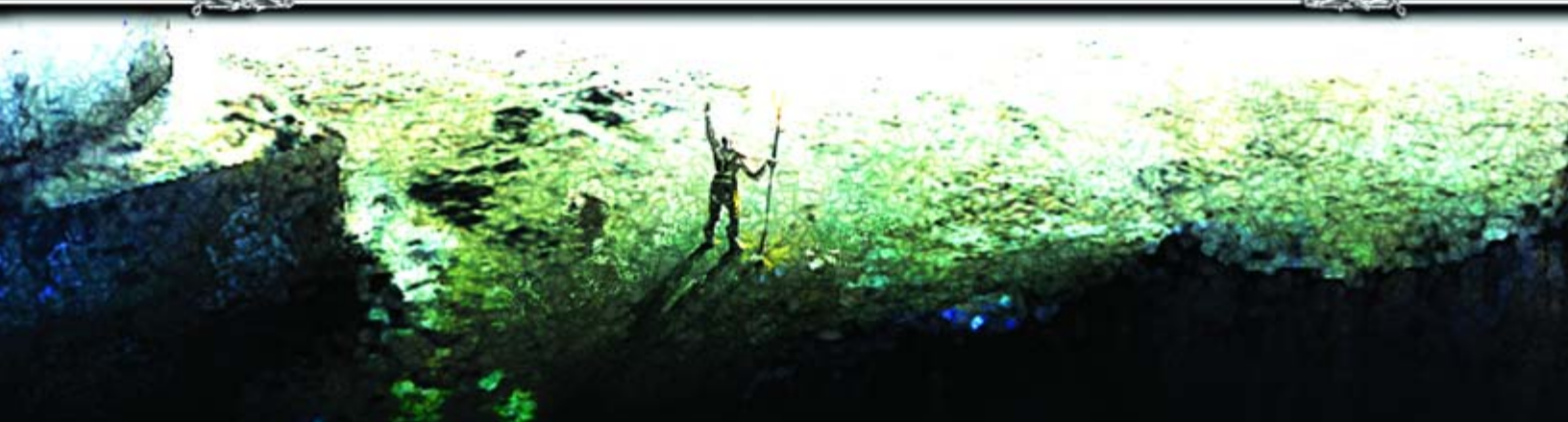
The exit to Baldur's Gate is at point 9, but you'll have one last visitor on your way out. If you accepted his quest, the Felldane spirit will meet you here, and he'll thank you for your efforts with a +1 Grand Ring of Fire, a +1 Remarkable Sacred Amulet, 1,000 gold coins, and 250 experience points.

- Area 11: Firewind Manor Floor 2 -





ACT II



AREA 1

BALDUR'S GATE

ACT II

1-1

The Captain of the Guard

In thanks for destroying the Red Fang marauders, Sollus rewards you with 3,000 gold and 3,000 experience points. If you've already done the sewers, you'll get no new quests from him.

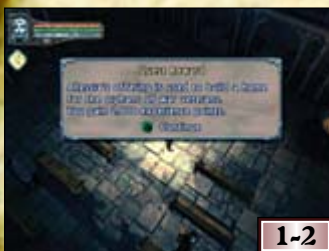


1-1

1-2

The Church of Helm

Huros still doesn't have anything to say to anyone else, but Allessia should continue to visit and offer money in preparation of her Act III class change.



1-2

1-3

Bartley the Trader

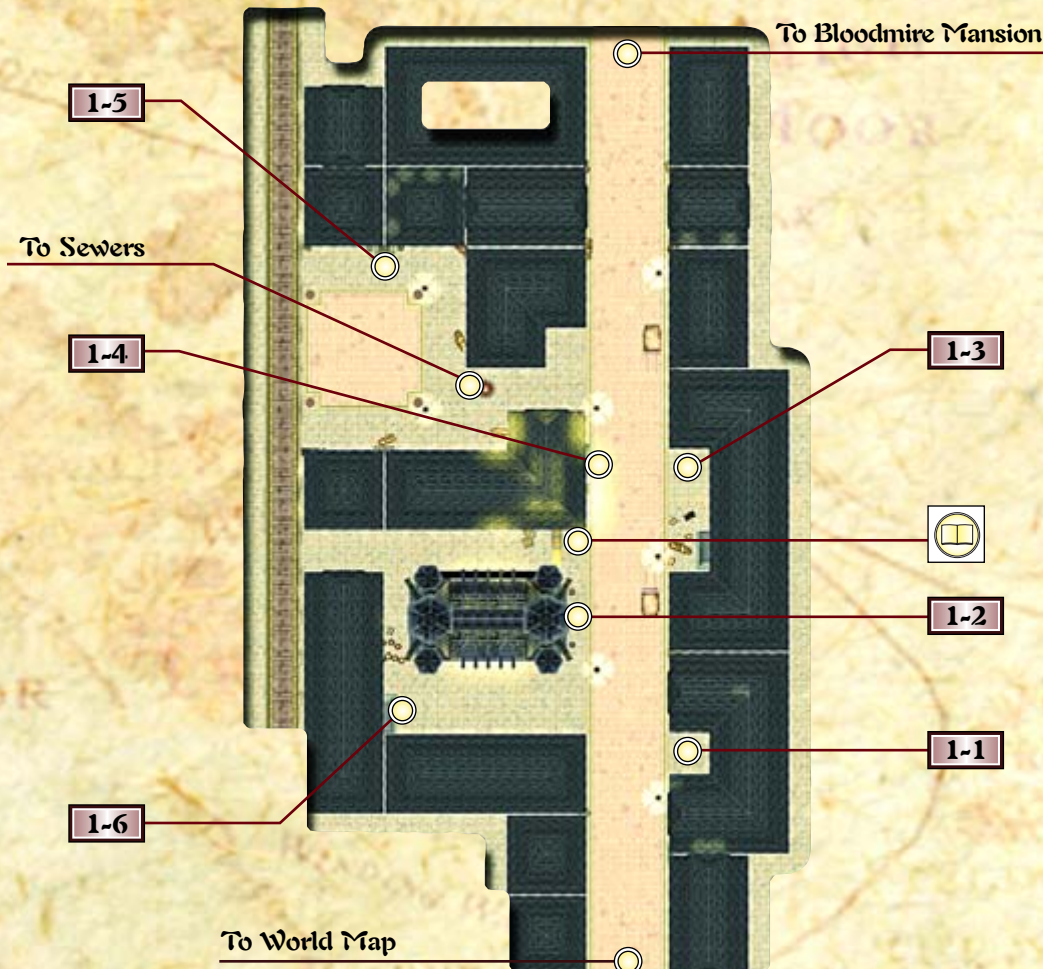
After you talk to Randalla and Act II officially begins, Bartley will get a big shipment of new stock. You can now get a fine or better version of nearly every weapon or piece of armor for workshop upgrades. Even better, you can upgrade them in almost any

way you can afford, since most of the gemstones are now on the shelves. With the gold you earned at the end of Act I, you can probably afford to make yourself the weapon or armor of your reasonably modest dreams. Go to it!



1-3

- Area 1: Baldur's Gate -



- Area 1: Church of Helm -



ACT II - BALDUR'S GATE

PROVISIONS BARTLEY'S STOCK PROVISIONS

ARMOR	
Iron Shield	900
Scale Mail	2,400
Scale Boots	480
Scale Gloves	600
Scale Helmet	720
Chainmail	3,750
Chain Boots	750
Chain Gloves	937
Chain Helmet	1,125
Fine Chainmail	5,000
Remarkable Scale Mail	5,600
+1 Remarkable Iron Shield	2,700
+1 Fine Leather Boots	1,270
+1 Fine Flaming Studded Leather Gloves	4,525
+2 Fine Fey Scale Mail	15,400

OTHER	
Healing Potion	250
Rejuvenation. Potion	250
Recall Potion	450
+2 Remarkable Ring of Speed	4,200
+1 Remarkable Inquisitor's Amulet	10,150
Aquamarine	4,000
Diamond	2,500
Coral	2,000
Rune Stone	1,000
Jacinth	1,000
Jade	4,000
Jet	1,500
Moonstone	1,000
Pearl	2,000
Sapphire	2,000
Topaz	4,000

WEAPONS	
Club	10
Remarkable Staff	80
Remarkable Dagger	160
Remarkable Light Mace	400
Remarkable Handaxe	480
Fine Morning Star	660
Remarkable Short Sword	800
Remarkable Battle Axe	800
Remarkable Warhammer	960
Remarkable Shortbow	1,000
Fine Bastard Sword	1,050
Remarkable Spear	1,200
Remarkable Long Sword	1,200
Remarkable Throwing Knife	1,400
Remarkable Throwing Axe	1,400
Superior Shortbow	2,000
Superior Scimitar	2,400
+1 Remarkable Bastard Sword	3,150
+2 Superior Throwing Dagger	3,150
+1 Remarkable Crossbow	4,575
+1 Fine Mercenary's Light Mace	6,200
+1 Remarkable Staff of the Warp	10,900

1-4

The Purple Wyrn Inn & Tavern

When you talk to Randall upon your return to Baldur's Gate, the big "II" will hit the screen and Act II will officially begin. Randall will give you your first quest—find Jherek in the warehouse (which is as easy as it sounds). Return here afterwards and she'll offer an optional quest: "Investigate Skull Gorge." Skull Gorge may be difficult this early in the act, but it's a great

- Area 1: The Purple Wyrn -



source of experience and treasure, and well worth your while.

Borador and Vhaidra can continue paying their relations, earning experience point bonuses and moving closer to their Act III class change. Besides that, there isn't much to do in the Purple Wyrn anymore. Jherek is the point man in Act II, not Randall.



1-4

- Area 1: Omduil's Mansion -



1-5

Omduil's Manor

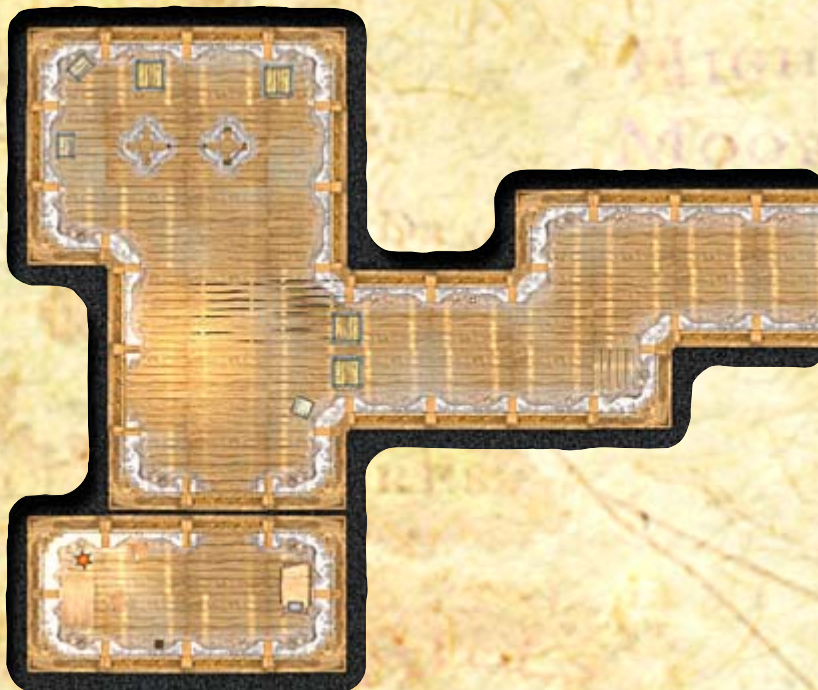
Omduil will continue to support Ysuran, if you continue to cough up the doubloons. His final revelation will have to wait until Act III, however.



1-5

1-6 The Warehouse

You'll find good ol' Jherek in the small room just south of the entrance, where he'll ask you to recover the Orb of Thunder. Agree, and the "Obtain the Orb of Thunder" quest begins. When you return with the orb, you'll receive 2,000 gold and 4,000 experience points, and you'll be given your choice of three subsequent quests. These quests are the meat of Act II; when you've completed them all, Jherek will reveal everything, and a new act will begin.


- Area 1: The Warehouse -

INVESTIGATE SKULL GORGE (OPTIONAL)
AREA 2
SKULL GORGE
ACT II
ENEMIES

bugbears
goblin archers
goblin fighters
goblin spearmen
goblin wolf riders
gnoll fighters
hobgoblin archers
hobgoblin fighters
hobgoblin halberdiers
troglydte bombers
troglydte fighters
hobgoblin javelin-throwers
trolls
wolves

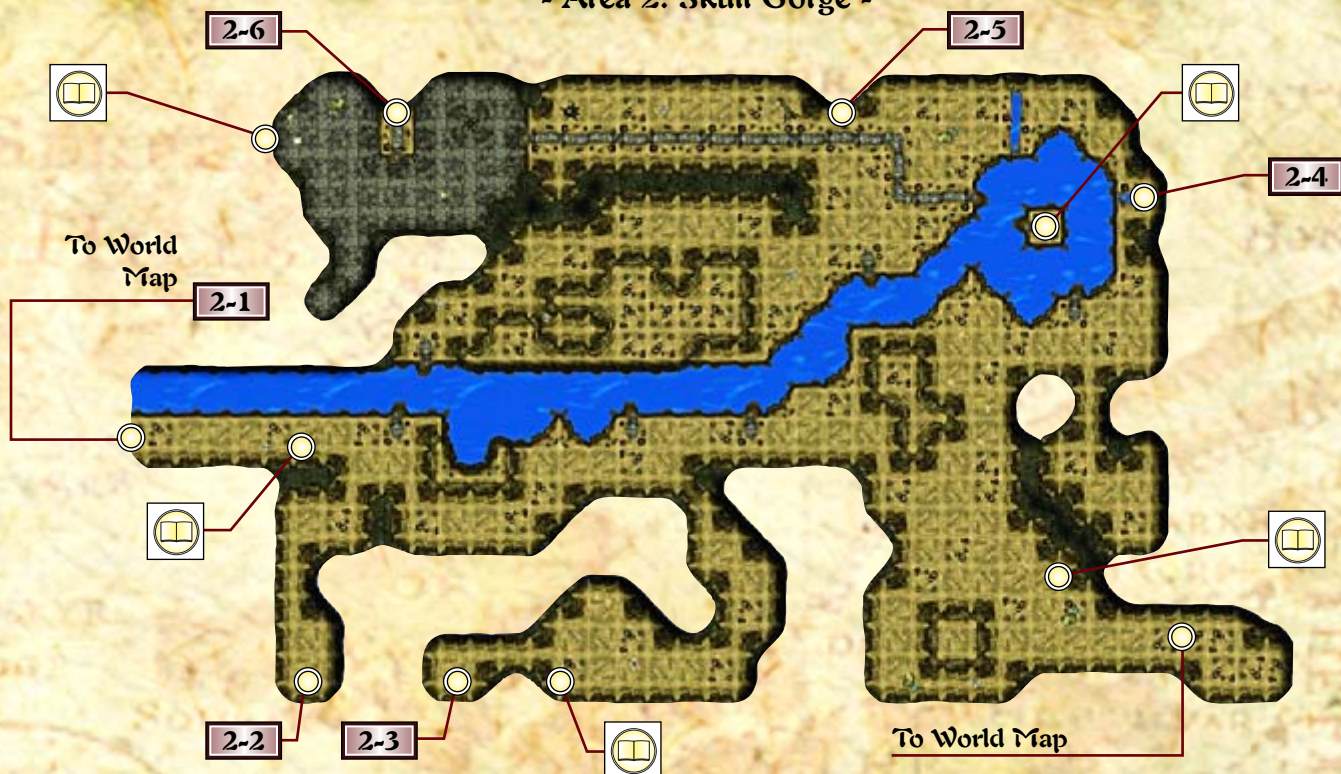
2-1 Welcome to Skull Gorge

Randalla really came through this time! This area contains five caves, each of which has a healthy dose of treasure, plus especially remarkable and superior-quality weapons. The caves get progressively harder as you proceed in counter-clockwise order, so you may not want to do them all early in the game. Pop in and out as you see fit; treasure hunting and fighting for experience are your only goals here.

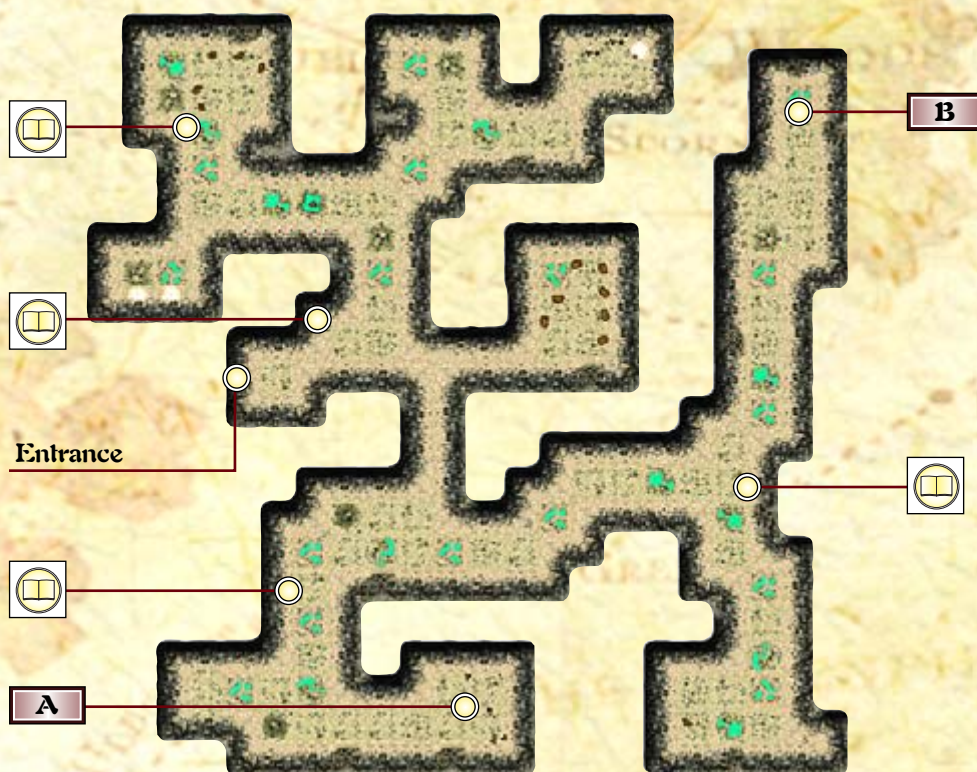


ACT II - INVESTIGATE SKULL GORGE

- Area 2: Skull Gorge -



- Area 2: Goblin Cave I -



2-2

Goblin Cave I

The best loot in this cave is at point A, where you can find two weapon racks and three chests. Proceed carefully, as the chests are guarded by a goblin super-shaman with a ton of hit points. Don't let his size intimidate you, because he can't do much when he's being repeatedly thrashed in melee. He's guarding the best of the treasure, but there's good stuff scattered elsewhere, including two more weapon racks at point B.



2-3 Goblin Cave II

There's a chest in the north-east corner of this map, but the best treasure is off of the bugbear throne room at point A. To get to the goods, wipe out the fuzzy orange nubear, then search around his throne for a switch that will open the door to his treasure room. If the bugbear gives you trouble, run around and hit him from the side, since he's a little slow to turn. As always, you'll want to take out his goblin shaman escorts first.

You'll find some nice pieces of armor in the treasure room, as well as a few piles of gold. Twist the torch sconce in that room to open up the next treasure room, where you'll find four treasure chests. One contains a +1 Flaming Dagger, which will come in handy when you start encountering trolls.



2-3

2-4 Waterfall Cave

This cave, hidden behind a waterfall, is your introduction to troglodytes—a lizard-like creature that can emit powerful blasts of poison slench. But the most dangerous trogs are the ones that toss the equivalent of Borador's smokepowder bombs. These projectiles leave a blazing fire where they hit, so your hit points will drop quickly if you get hit by a bomb while in melee combat with a foe. Keep your eyes on your feet and stay in motion.

Treasure is a little more sparse in this cave than the last two. There are two chests at point A, but you'll need to cross a treacherous bridge and fight a dangerous quartet of troglodytes on the other side. Use your best long-range weapons and feats to take them out from the far side of the bridge, if possible.

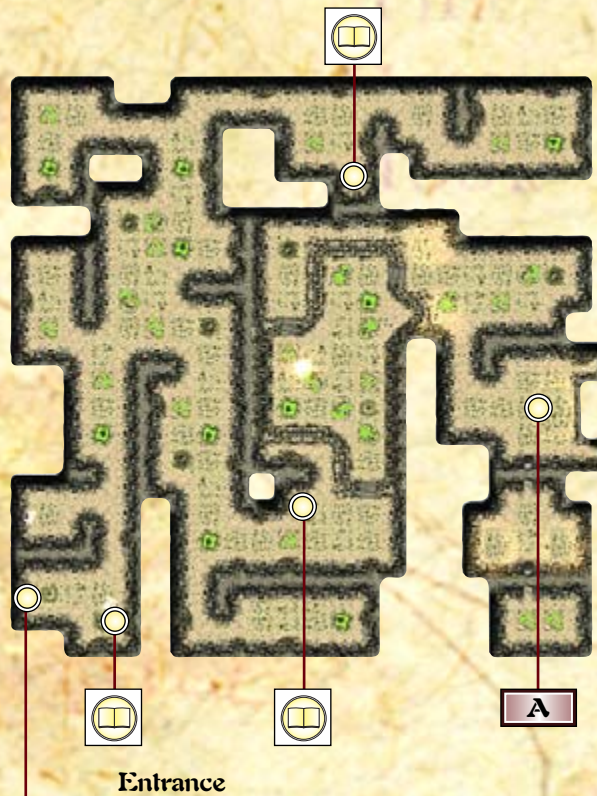


2-4

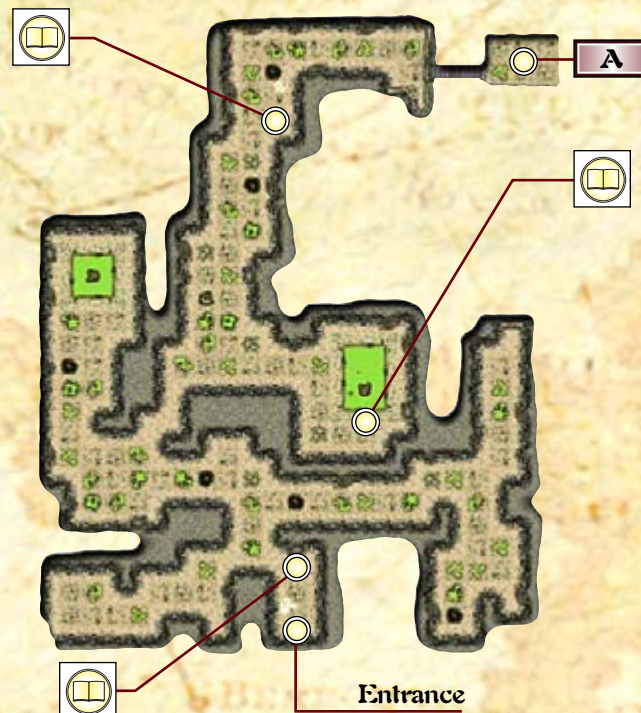


2-4

- Area 2: Goblin Cave II -



- Area 2: Waterfall Cave -



2-5 Gnoll Cave I

It's called the Gnoll Cave, but it's the trolls that make it interesting. You'll first run into them at point A, and you'll find them to be much deadlier than the gnolls that wander this area. Even worse, they regenerate hit points rapidly, and can only be permanently killed by fire or acid attacks. If you can't get in a point or two from a fire or acid source when they go down, they'll get up again a few seconds later.

There are several ways of dealing this damage—Acid Arrow, Burning Hands, Smokepowder Bomb, Flame Strike—none of which are available to Vhaidra and Dorn. Unless they have a flaming or venomous magic weapon, they'll simply have to knock them down and run for it.

The only significant treasure pile in this cave is at point B.

few hard-to-see rings and amulets mixed in with the piles of gold, so keep your eyes peeled.

Getting the other treasures will take a little work. Kill the gnoll at point B, and you'll find a **decorative stone** on its body. Take that to point C, and examine the idol there. Drop the eye in the slot, and the door to the treasure room at point D will rise.



Tired of letting trolls get the last laugh? You can score a +1 Flaming Dagger in Goblin Cave II, but if you missed it or sold it, you can still forge a simple troll-killer at the workshop by combining a rune stone and a jacinth (fire) or jade (acid).



2-6 Gnoll Cave II

The gnolls and trolls in this cave are defending two small treasure troves. The first, at point A, is just a pile of items lying in the open. There are a



2-5



2-5



2-6

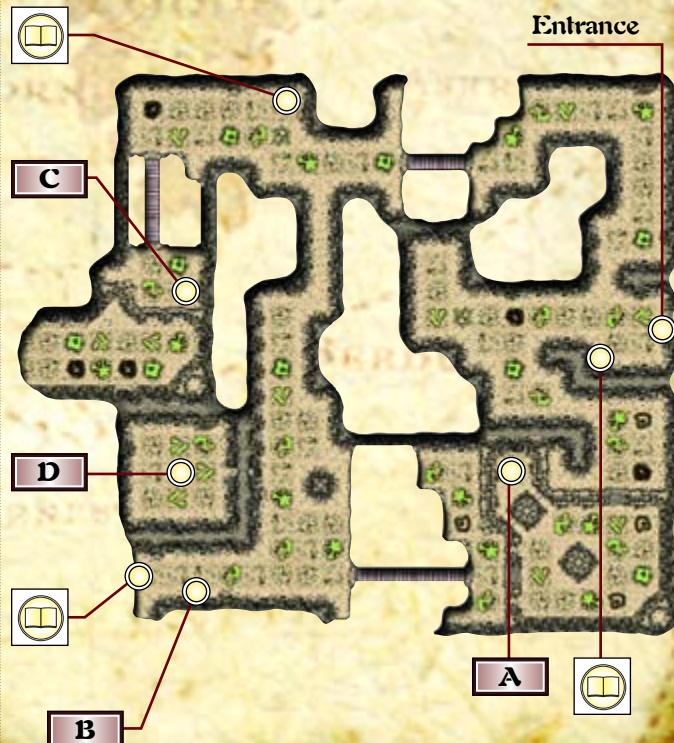


2-6

- Area 2: Gnoll Cave I -



- Area 2: Gnoll Cave II -



OBTAIN THE ORB OF THUNDER

AREA 3

LYRAN'S HOLD

ACT II

ENEMIES

animated armors

animated objects

eltins

hobgoblin archers

hobgoblin fighters

hobgoblin halberdiers

zhentarim archers

3-1

The Forest of Wyrms Ambush

On your way to Lyrán's Hold, you'll end up on this small map, battling a hoard of hobgoblins and eltins. Eltins are two-headed giants who are as dangerous as they look. Run around them and defend until they give you an opening to attack.

This is a pretty uneventful area. There's a chest at point 1, and another across the river from that. When you've had your fun with the ambush party, head out to the world map and try again.

- Area 3: Forest of Wyrms -

To Lyrán's Hold

3-1



3-1



3-1

3-2

The Animated Army

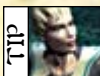
The first foes that will greet you in Lyran's Hold are suits of animated armor that fight like simple humanoid warriors. They're all melee fighters, so you can either engage them—block, and swing when you can—or hide behind furniture and blast them with ranged attacks (they are partially resistant to projectile damage). You need to be careful what furniture you hide behind; some of it might fight back! Chairs and tables are the most common animated objects, and they're fairly easy to beat since their only attack (charging you) doesn't do much damage.



3-2



3-2



ALLESSIA

They don't look undead, but Turn Undead sends Lyran's Hold's animated foes scurrying all the same. They have a lot of hit points, however, so Flame Strike may still be a better choice.



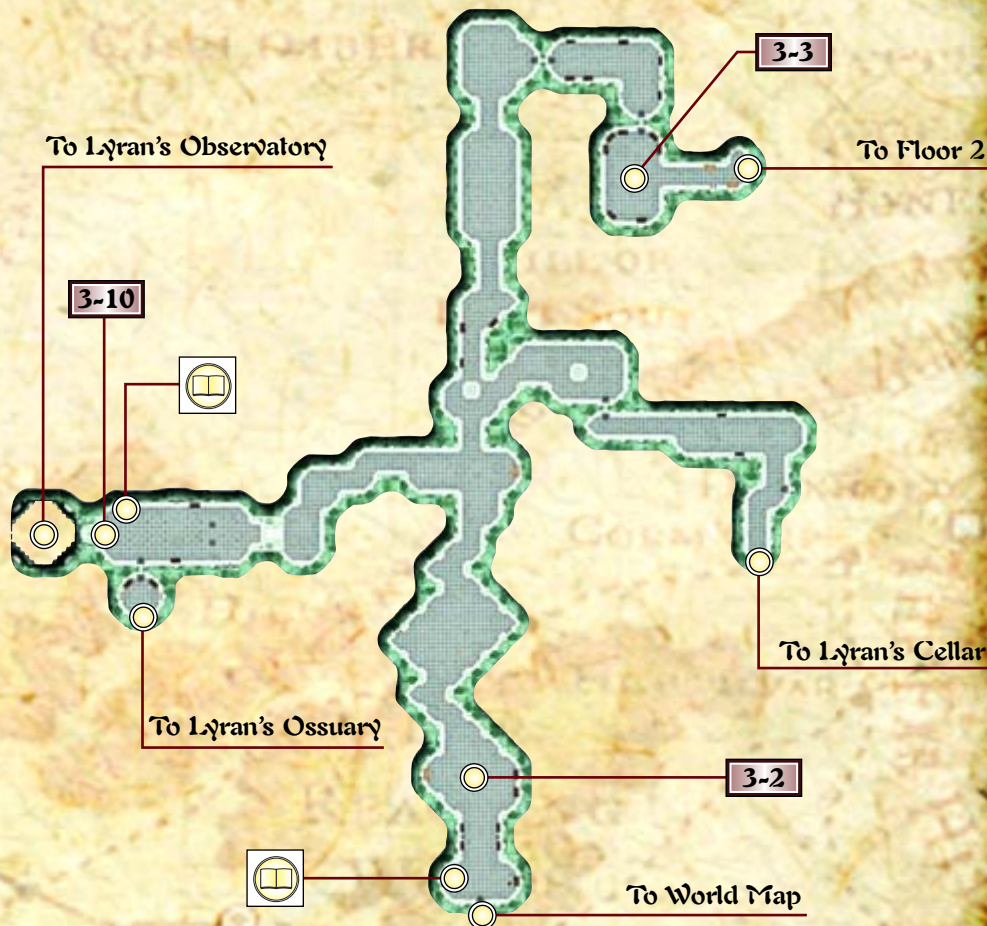
TIP

YSURAN

Cheap Ysuran opportunities abound here. Whenever you see a table with a chest on it, you can usually jump on top of the chest and be completely safe from the attacks of any enemies in Lyran's Hold. They have no life to drain, but Enervation will wipe them out nicely.



- Area 3: Lyran's Hold Floor 1 -



3-3

To the Second Floor

Ignore the wings branching to the east and west, since both end in locked doors at this point. Go straight ahead from the entrance,

hacking apart an endless supply of animated armors, until you encounter a door to your right. In that chamber, loot the half dozen chests on the tables before you head up to Lyran Hold's trap-heavy second floor.



3-3

3-4 Spear Trap Trove

The first room contains several chests full of gold coins, but also plenty of spear traps. There are no holes in the ground, so you'll have to proceed carefully. Each of the large diamond tiles has a spear trap, but they're not the only ones; some normal tiles conceal traps too.

If you go to the door to the north, you'll find it locked. To enter the room beyond, you must use the secret door at point 7. There are two routes to that door, and the choice is entirely yours.



3-4

3-5 The West Fireball Gauntlet

The west wing contains an extensive network of fireball traps, each capable of firing in all four directions. If you run wide around them, dodging the fireballs will be easy, but more daring players can weave through the middle to get the scattered chests.

If you continue north, you'll find several small rooms filled with animated armors and objects. They can't pass through doorways, so open the door and then either plug them with ranged attacks or slash them from the doorway. When each room is clear, make your way to the secret door at point 7.



3-5

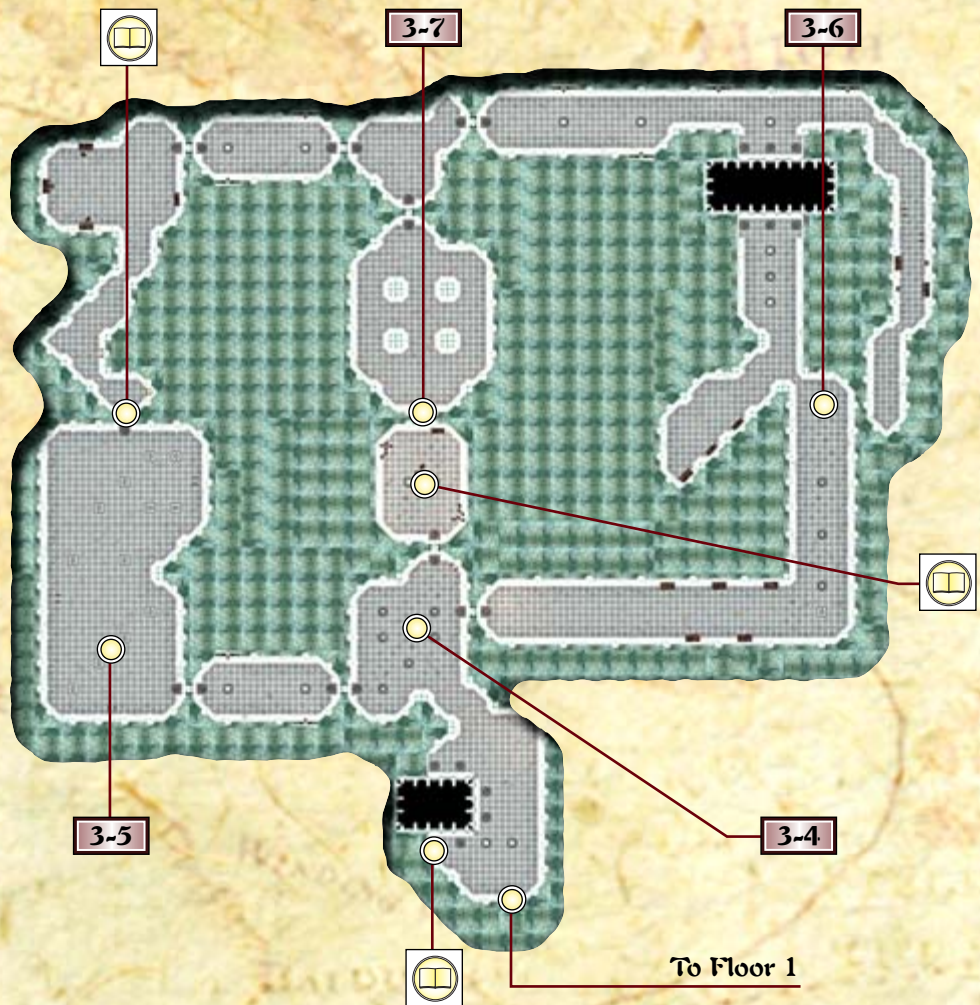


3-5



3-6

- Area 3: Lyran's Hold Floor 2 -



intro

characters

workshop

walkthrough

extras

3-6

The East Hidden Passage

This wing seems to end in dead ends all around, but a cleverly hidden door will allow you to progress towards point 7. You'll find it against the wall, just beside the second fireball statue. Open it with care, lest you get blasted by the statue, and watch out for spear traps throughout the corridor beyond. You can avoid them if you stay in the dead center of the hallway, but they'll poke you when you go for the treasures.

3-7

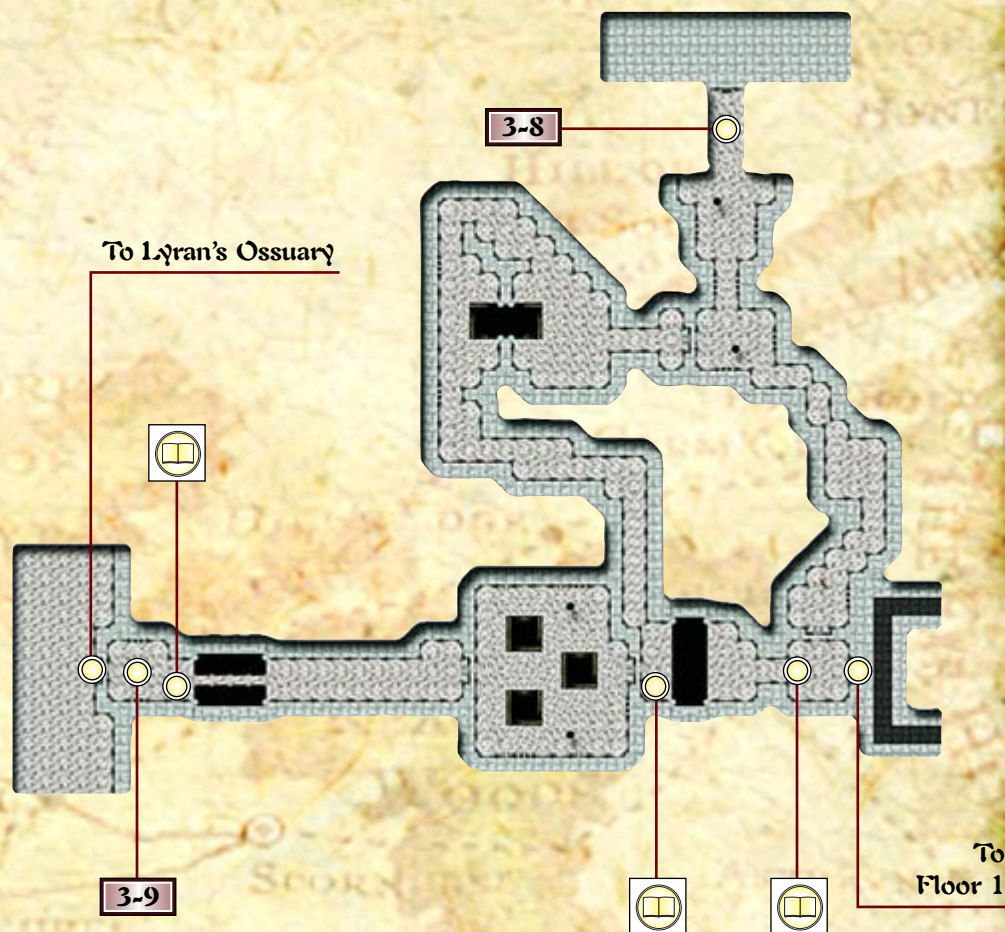
Lýran's Study

Raid Lýran's chests (the one by the far door contains the key to the doorway), then examine the bundle of ancient scrolls on his desk. They refer you to his remains in the cellar, but this isn't knowledge Lýran wants you to have—as you can infer from the way he appears when you head to the doorway, and tries to kill you. Lýran is a lich, though not a very good one, since his attack options are limited to girlish slaps at this point. Nevertheless, he is immortal, and his constant harassment will take its toll. Return to the lower floor, and head down the east wing to find the door to the cellars.



3-7

- Area 3: Lýran's Cellar -



3-8

Lýran's Cellar

Lýran will meet you at the entrance to his cellar, where he will teleport around to harass you while you battle his army of animated armors and objects. There are several pits between the entrance and point 9, so you'll need to take the long path around. The only real detour is at point 8, where a giant suit of animated armor guards a chest and two weapon racks. Move quickly through this area, and you might be able to lose Lýran for a while.



3-8

3-9

LYRAN

BOSS

You still can't hurt Lyrán, but his remains are scattered throughout the pots in this room, and when they're all smashed, his reign of terror will end. The first one is on the table in front of you, but the rest are scattered throughout the room. When all of the pots in one area are smashed, the force fields blocking other wings will vanish, and you'll be able to smash those pots, one at a time. Note that you'll need to rotate your camera to see some of the pots on opposite walls. The final urn is somewhere in a room filled with urns, so break out feats like Cleave and Spinning Strike to smash them as quickly as possible.

Of course, Lyrán isn't going to sit there as you smash his urns, so you need to keep an eye on him and prepare to block the sphere and staff he throws. Stay moving so he can't target you with his Meteor Storm, and stop to block only when a staff or sphere is right about to hit you.

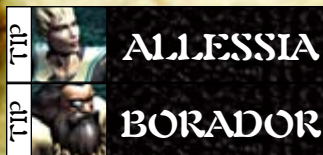
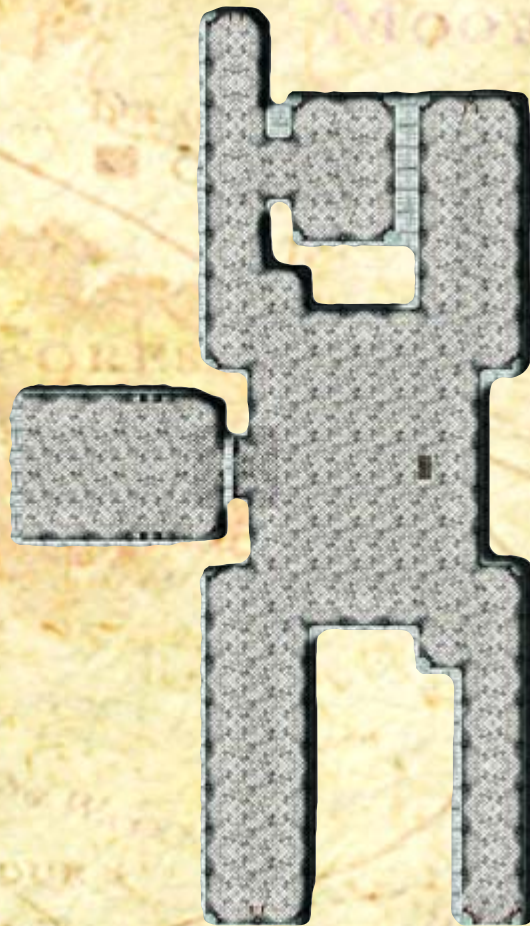


3-9



3-9

- Boss: Lyrán -



TIP

ALESSIA


TIP

BORADOR

Lyrán's petty backstabs can be very annoying while you're fighting other foes, but it's easy to lose him if you use the Sanctuary or Stealth feats and run far away from him. Even after the feats run out, he often won't find you again.



TIP

COMBAT

If you have it, keep Sprint assigned to your feat button, since it serves a variety of functions here. You can't outrun his staff or sphere (those must be blocked), but you can outrun his meteor storms and dash right past him when he pops up in front of you.



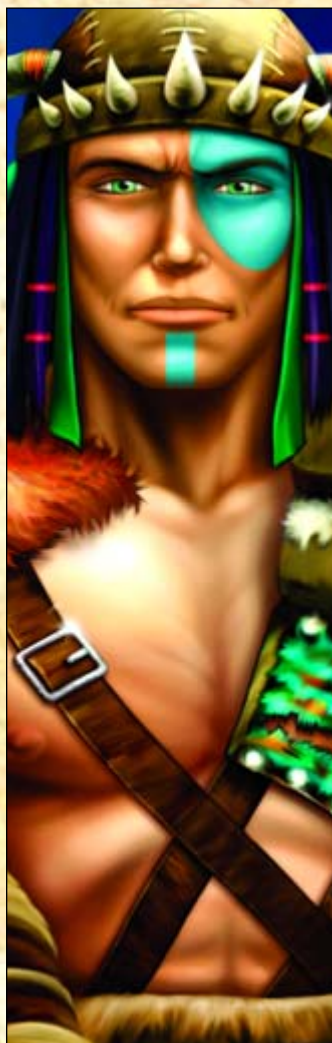
3-9

3-10 To the Observatory

The doorway in the corner of the ossuary will take you back to floor 1 of Lyran's Hold, in a small room right outside the observatory door. Fight off the animated armors from the doorway, then use Lyran's hand to gain access to the observatory.



3-10



3-11

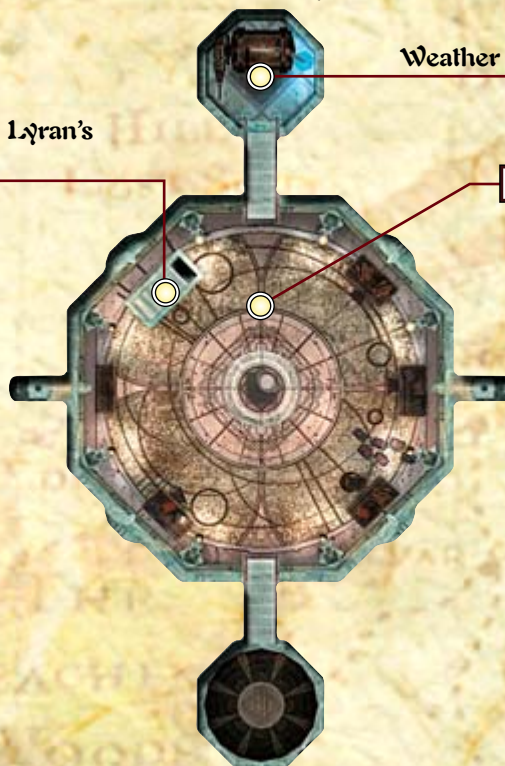
SLEYVAS

BOSS

- Boss: Sleyvas -

Lyran's Weather Machine

From Lyran's Hold



3-11

TIP

ALESSIA

Sanctuary, unlike Stealth, can be used in combat. This is useful in many boss fights, but particularly here, where it lets you get off the staircase safely, and then position yourself to take out the zhentarim with deadly Flame Strikes. Keep using it until you're ready to go one-on-one with Sleyvas.



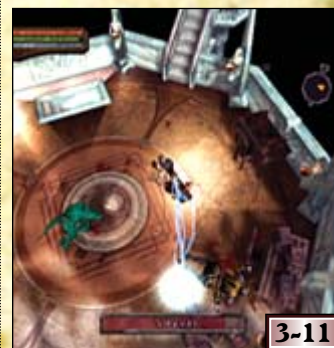
TIP

DORN

Since Sleyvas doesn't have a lot of hit points, this may be one of those times when hitting Barbarian Rage and rushing Sleyvas with a great axe in each hand is your best bet. He may teleport away, but if you follow him, you can finish him in a few seconds of melee swings. When he goes down, so do the rest of his benchmen.



3-11



3-11

OBTAIN THE JADE OCTAHEDRON

AREA 4

HALLS OF THE HAMMER

ACT II

ENEMIES

green slimes
hammers of the halls
helmed horror swordsmen
helmed horror archers
orc axmen
orc shamans
orc spearmen
orc swordsmen
troglocyte bombers
troglocyte fighters
troglocyte javelin-throwers
trolls

4-1

The High Moor Ambush

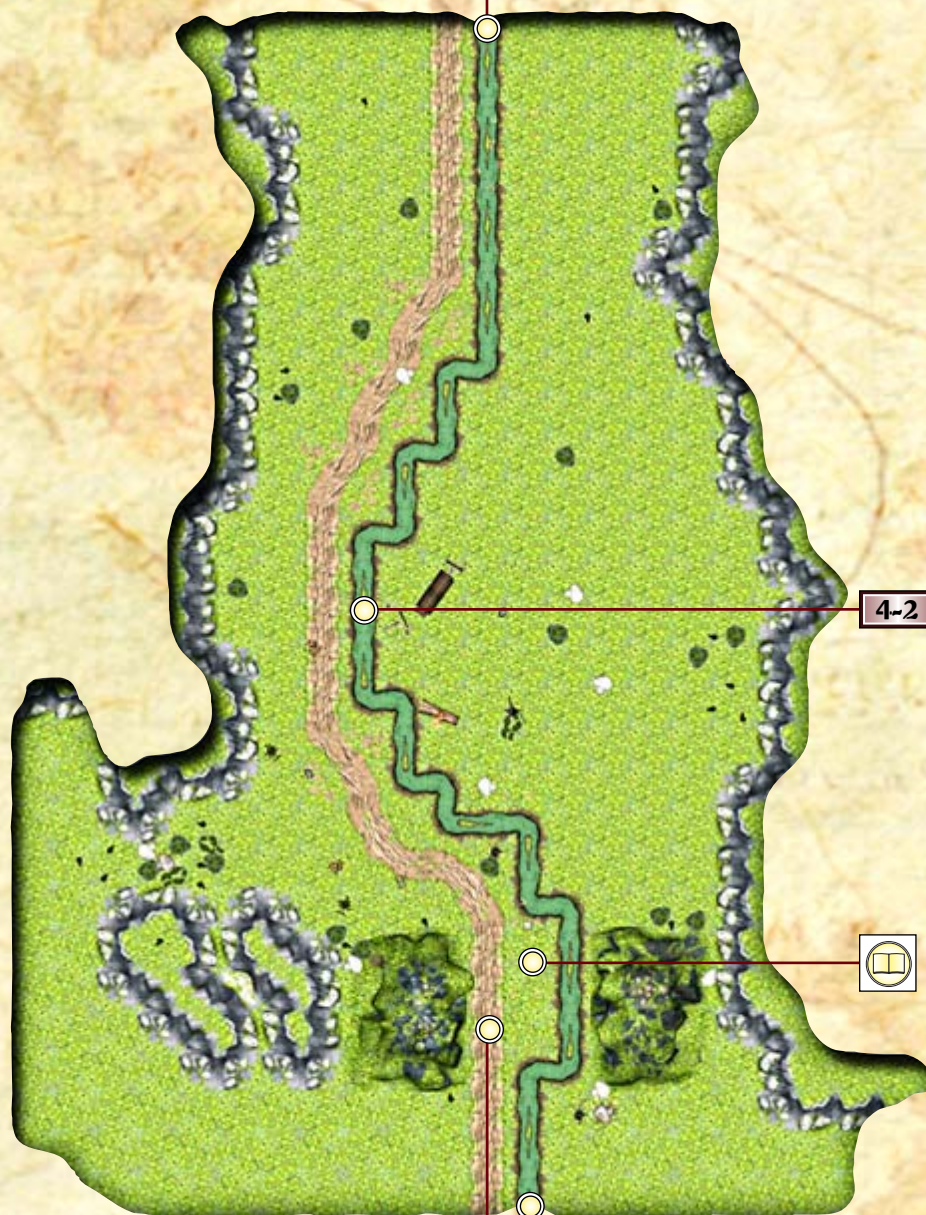
Another ambush! On the way to the Halls of the Hammer, you'll come across a ruined wagon being raided by a small army of troglodytes. If you've already fought these guys in the waterfall cave of Skull Gorge, you know how dangerous they can be. With both bomb- and javelin-throwers in their ranks, the advantage is theirs in long-range combat. You'll need to run in and take out the bombers, then finish the rest.



4-1

- Area 4: The High Moor -

To World Map



4-2

4-1

To World Map

4-2

The Wounded Bodyguard's Tale

At point 2 you'll meet one of Keiara's colleagues from the wounded caravan guard's guild. His cargo, one Lady Cadmere, has been taken by the troglodytes to Brigand's Hall. He'll mark the spot on your map, and you can now pursue the, "Rescue Lady Cadmere," quest whenever you choose. We'll cover that after finishing the Jade Octahedron quest.

The troglodytes weren't very thorough looters; they left chests scattered throughout the fringes of this area.



4-2



4-2

4-3

Trolls and Slime

A strange pairing of trolls and green slimes wander the first part of the Halls of the Hammer. You know how to beat trolls by now, and you should have some good long-range options for green slimes, but the best strategy is just to leave them be. Kill the ones in your way, but ignore the first enemy-filled passages to the east and west; there's no treasure, only enemies.



4-3

4-4

The Orc Bridges

An onslaught of orcs awaits on the other side of the first bridges. These enemies behave similarly to goblins, and while they come in all the same flavors, they do hit a bit harder. If

you want to raid their modest treasure troves, raid the wings east and west of point 4.

An army of orcs guard the islands in the thin bridges north of point 4, and you'll quickly be surrounded and overwhelmed if you rush them. It's easier to use a ranged weapon and snipe from afar, since your range is longer than theirs. Proceed slowly down the bridge, firing at enemies who are on the edge of the screen, and you'll clear the bridges without a scratch. If you like, you can then search the two alcoves on the other side for a chest and barrel or two.



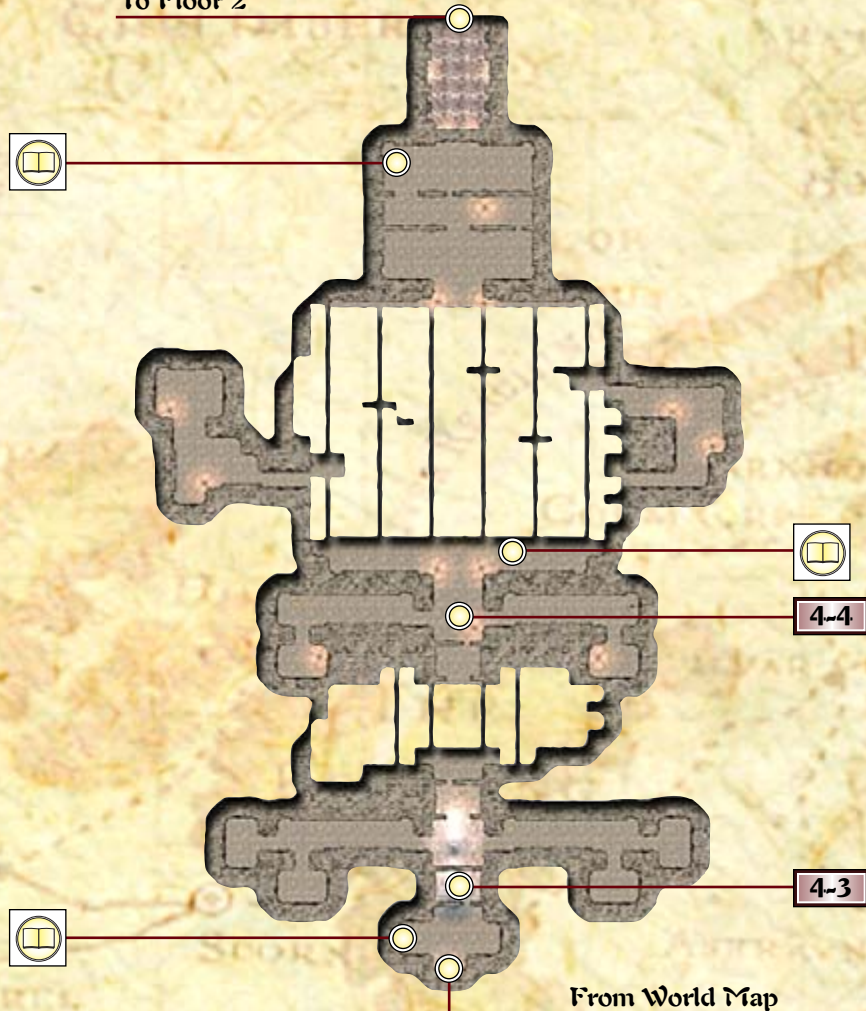
4-4



4-4

- Area 4: Halls of Hammer Floor 1 -

To Floor 2



From World Map

4-5

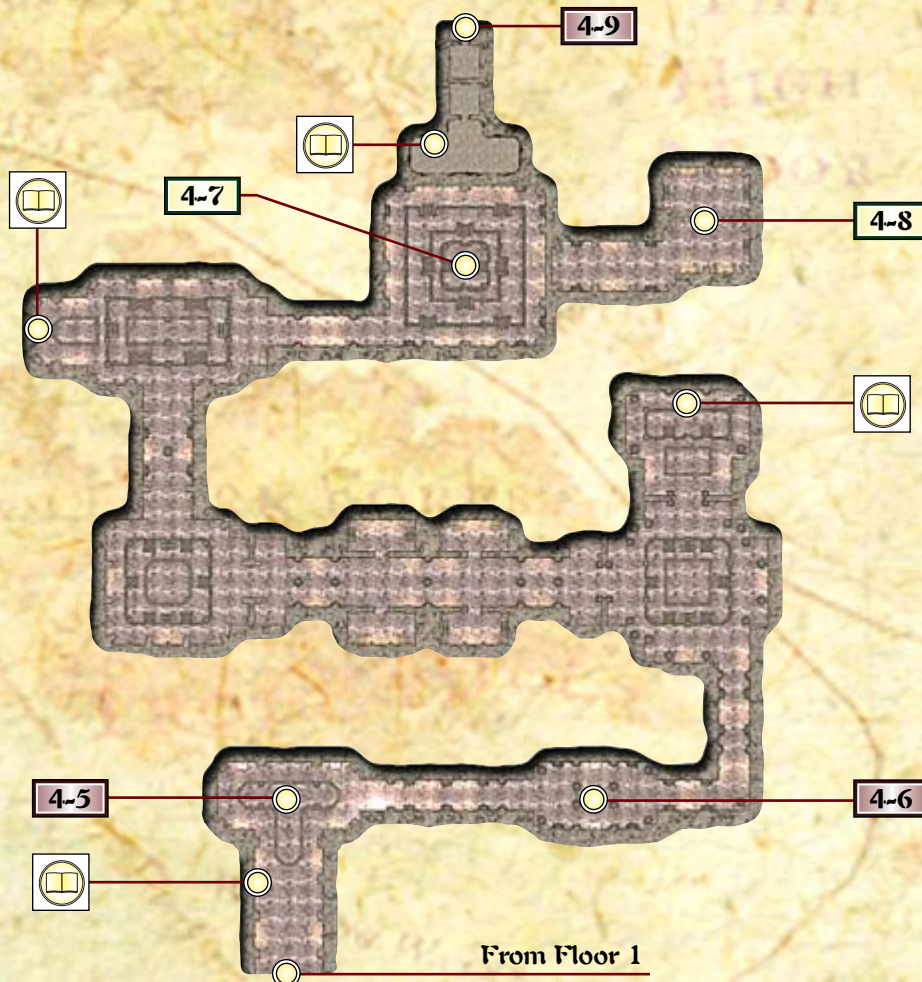
Dwarven Helméd Horrors

The primary enemies in this area are dwarven helméd horrors—animated suits of armor that wield weapons with an ever-shifting array of magical effects. Use the central pillars that dot the halls to provide cover from the crossbow-wielding horrors while you battle the melee attackers. Helméd horrors are resistant to magic effects (besides damage) and take half damage from ranged weapons.



4-5

- Area 4: Halls of Hammer Floor 2 -



From Floor 1



TIP

GENERAL

This area is full of treasure chests on tables, and if you hop on top of one of those chests, the horrors won't be able to hit you. You can then hit them with certain feats, like Flame Strike, Spinning Strike, Enervation, and Smokepowder Bomb. Two-handed weapons that swing in a downward arc are also quite effective.



4-6

Detecting Mimics

About half of the treasure chests in this map are mimics—dangerous enemies that pose as chests. Their positions change randomly, so you'll have to assume every chest you encounter is an enemy in disguise. Fortunately, you don't need to give the mimic the first hit; if you stand to the side of the chest when you open it, it will need to turn before it can attack you, giving you time to take the first swing or run for it. They're dangerous in melee range; if you choose to fight, focus on running away to use ranged attacks.



4-6

ACT II - OBTAIN THE JADE OCTAHEDRON

4-7

Durbem's Treasure Room OPTIONAL

There's a chest full of gold and gemstones atop the pedestal at point 7, but that's nothing compared to the loot that awaits in the treasure room to the east—locked with the key Durbem is selling in Baldur's Gate. If you haven't bought it yet, you can still recall back to Baldur's Gate and buy it for

4,000 gold. That isn't cheap, but you'll recoup your investment and then some.

4-8

The Hammer of the Hall OPTIONAL

Unfortunately, Durbem didn't mention that the treasure room is guarded by a floating hammer that can kill an adventurer in a single hit. Even worse, the hammer can't be killed itself. It will go down for a second or

two if you do enough damage to it, but it's not worth the trouble of fighting it. Allessia and Borador can snatch the loot with Sanctuary and Stealth, respectively, while everyone else will need to keep a wary eye on the hammer and be ready to block its predictable attacks. All told, there's about 10,000 gold in here, plus whatever items and gems are in the chests (there are no mimics to worry about).



10-7



10-8

4-9

CHIMERA

BOSS

The only two times you have a safe shot at the chimera are when he's taking off and landing, but you can do a good deal of damage on the ground without taking much in return if you position yourself carefully. Weapons can hit large targets like the chimera from farther away than seems possible (turning damage text on is the best way to test this), and when he's on the ground you can run in circles and hit the chimera with a two-handed weapon from just far enough away that he cannot retaliate with his short charge attack. Every now and then he'll cast Ball Lightning instead, which you can't do anything about, but if you keep a few potions handy you should be able to weather the damage. To recap, circle the chimera at close range while he's in the air, get your free hits as he

comes up and down, and circle and strike from a reasonable distance when he's on the ground.

The chimera will drop the *Jade Octahedron* when he dies, which you can return to Jherek for a reward. Check out the chimera's chests before you leave his lair, but beware of mimics... Nothing's sadder than barely surviving a boss only to die to one of his treasure chests!

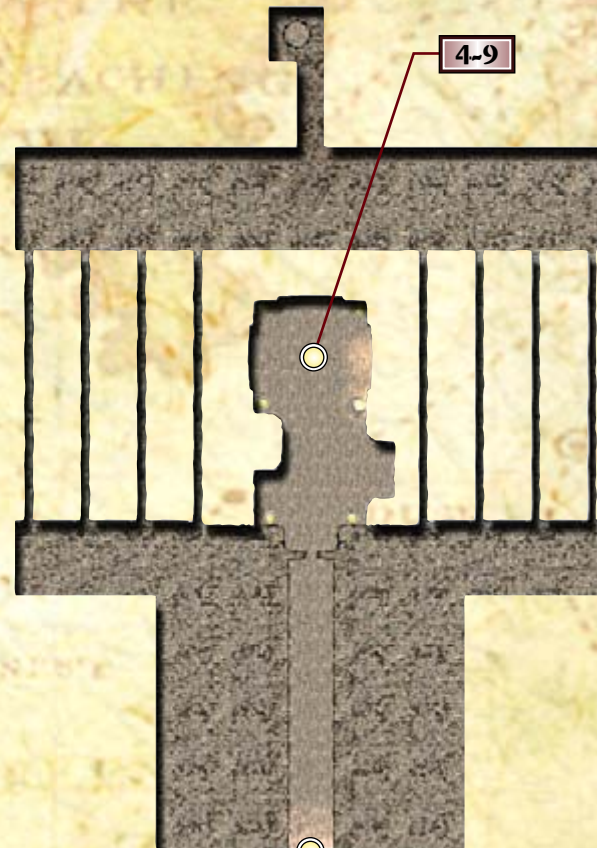


4-9



4-9

- Boss: Chimera -



From Floor 2

SAVE LADY CADMERE FROM BRIGAND'S HALL (OPTIONAL)

AREA 5

BRIGAND'S HALL

ACT II

ENEMIES

troglodyte bombers
 troglodyte fighters
 troglodyte javelin-throwers
 troglodyte shamans

5-1 Troglodyte Javelin Range 1

Troglodyte javelin-throwers have taken positions around the holes in this ruined building, setting up an effective ambush. Hide behind the southwest wall while you deal with the fighters, then run to the east side of the ruins and attack one band of javelin throwers while the walls protect you from the other.

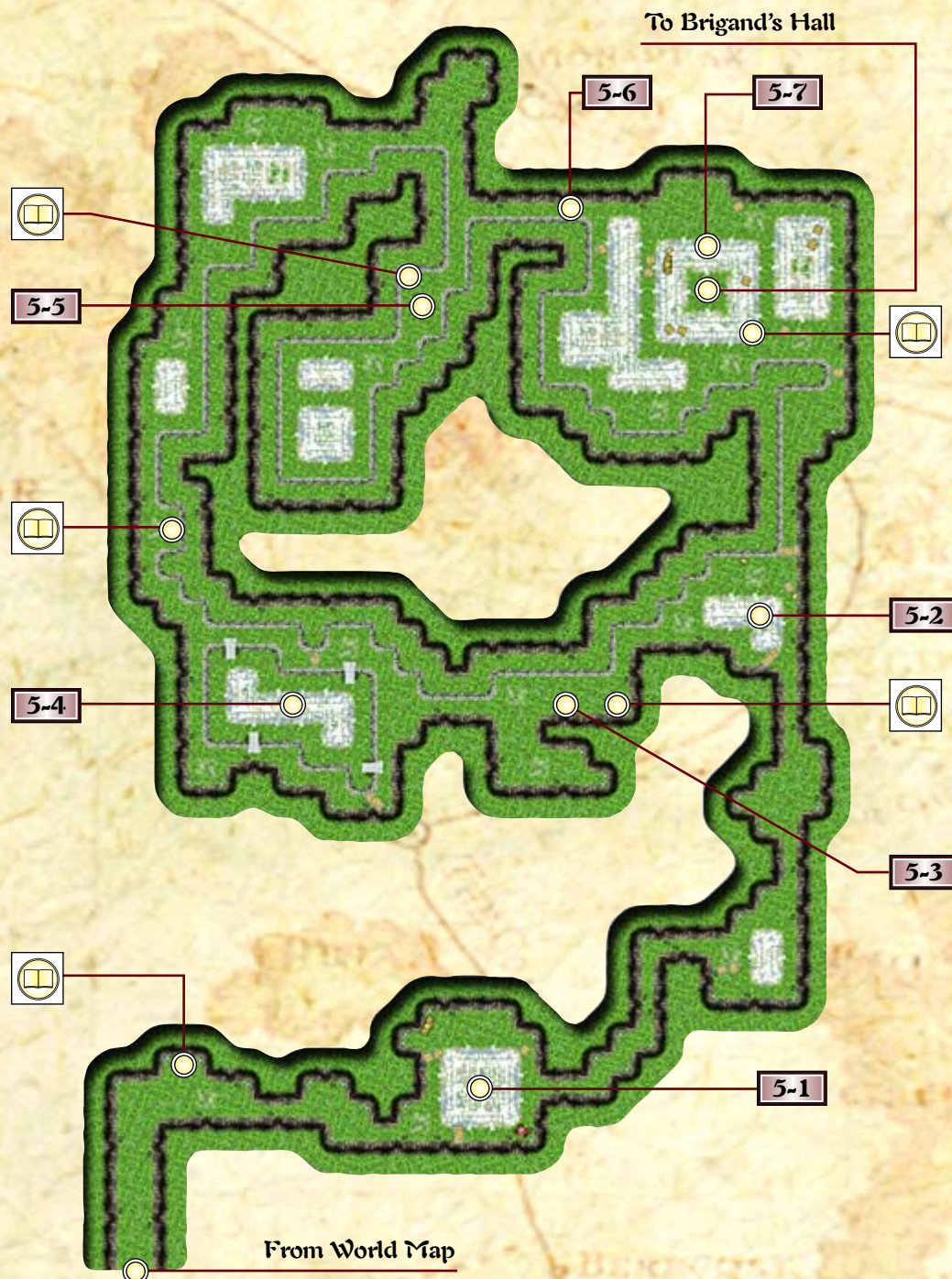


5-1

5-2 Troglodyte Javelin Range 2

The troglodytes are masters of using terrain to their advantage, so you'll have to do the same. Lure out as many troglodytes as you can (a projectile attack often gets their attention) and fall back behind the walls at point 2 to finish them without interference from the javelin throwers. When all the fighters are gone, rush the javelin chuckers and secure the loot.

- Area 5: Brigand's Ruins -





5-2

5-3 The Troglodyte Bomb Squad

A number of bombers are lurking around the bend at point 3, but they lack the patience of their javelin-throwing brethren. Wait just around the corner and they'll come peeking out one by one, hoping to get a shot—to find your blades waiting at the ready.



5-3

5-4 Storming the Fort

Charge up the stairs to the higher level of this fortress and use the various staircases and holes in the building to slip behind the troglodyte defenders and take them out. There's treasure to be found on multiple sides of the building, so make a thorough search afterwards.



YSURAN

TIP *Life Drain is a great way to target enemies through broken walls that are too high for enemies to walk through. There's just nothing they can do about it. Even better, you can destroy ground-level enemies from the higher ground with a blast of Contagion. Ysuran is all about the cheap shot!*



5-4

5-5 A Deadly Detour

An excessive amount of bombers and shamans makes this a perilous detour. Hide behind the edges of the path to deny the troglodytes the line of sight they need; the silly fools will wander right into your weapons as they come to find their shot. In the ruins at the end, you'll find a chest and a few crates and barrels—nothing to write home about.

5-6 One Last Ambush

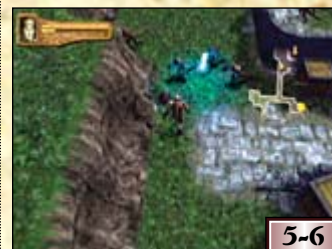
Two javelin throwers and a shaman are lying in wait at the mouth of this thin path, so—if you have them—use Stealth or Sprint to thwart their little trap. If not, you'll simply have to charge the shaman (he's the one in the middle) and take him out. If you try to trade projectiles or play defense, the shaman's poison spells will wreck you.



5-5

5-7 Seizing Brigand's Hall

To take the ruined building here without much trouble, march straight ahead to the hole in the fort's north wall. Catch the eye of the troglodytes that are wandering around inside, then step back beside the opening and start swinging. Everyone but the javelin-throwers will eventually wander into your little trap. Finally, hop through the hole and finish the spear tossers. You'll find treasure, a save point, and the entrance to Brigand's Hall. There will still be a dozen or so trops wandering outside, but they're guarding nothing except experience points.



5-6



5-7

Intro

Characters

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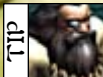
5-8

More Trog

This area is also full of troglodytes, but they haven't bothered setting up any ambushes. A few trogs can be found wandering the east hallways, but most are holed up in small rooms like the one at point 8. It's always easy to open the door (if it's closed), then duck back behind the doorway and let most of the trogs wander out to face their death. Use this tactic throughout Brigand's Hall, and you should emerge unscathed.



5-8



BORADOR

Since the enemy rooms are spaced so widely, *Stealth* is amazing here. Just slip into a room, backstab the deadliest occupant (usually a shaman, the one with no weapons), finish off the rest, then *Stealth* up and do it again.

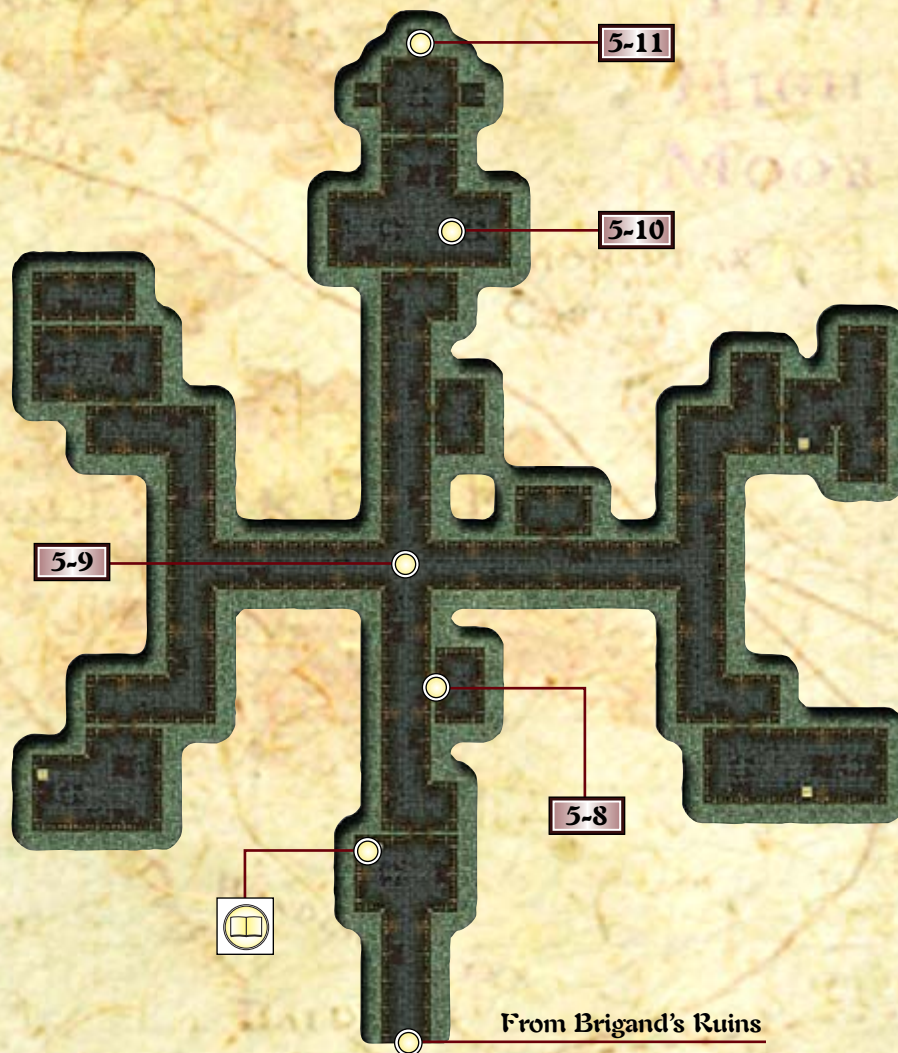


5-9

 Due North
 to Glory

There's nothing tricky at work in Brigand's Hall. The good Lady Cadmere is straight ahead from the entrance—in the north wing. There are modest treasure rooms (about one chest each) in the four corners of the hall, with two chests behind a hidden wall in the northwest corner. Most of the enemies are in the east and west wings, so if you're sick of trogs, skip the detours and march straight ahead to your goal.

- Area 5: Brigand's Hall -



From Brigand's Ruins



5-9

ACT II - OBTAIN THE BRAZIER OF ETERNAL FLAME

5-10

SART SARKAT

BOSS

Sart is the large troglodyte holding a spear, and while he gets the special boss life bar, he's not a particularly difficult opponent. Get the attention of his henchmen, and then fall back towards the empty room to fight them. Sart usually won't follow. When you've cleared out the little fish, engage Sart in melee combat. Defend until he jabs you with his spear, then retaliate with a shot or two. If you can survive the poison (an unblockable attack), you'll do fine.



5-10



5-10

5-11

The Good Lady Cadmere

The key Sart drops will unlock the cell block to the north, where a pair of troglodytes are guarding three small cells. You'll find Lady Cadmere in the north cell, and when you open the door she'll reward you with 4,000 gold coins, a +1 Grand Keen Amulet, and 2,000 experience points.



5-11



OBTAIN THE BRAZIER OF ETERNAL FLAME

AREA

6

DRAGONSPEAR CASTLE

ACT II

ENEMIES

bugbears

driders

hellhounds

giant bats

goblin archers

goblin fighters

goblin shamans

goblin spearmen

ropers

trolls

killed by fire or acid-based feats and weapons. If Vhaidra and Dorn don't have a flaming something-or-other in their possession yet, they'll have a bit of difficulty here. However, the fight is worth it; there's a +1 Fine Flaming Dagger near the fire pit at the start of the level.

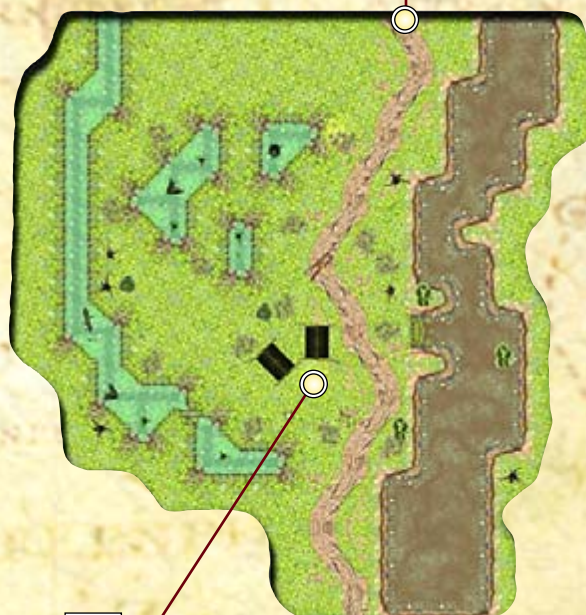
Anyone who wants to stay and slay can exploit the trolls' height by hitting the ones in the mud pit from the grassy shore. The trolls won't even bother to fight back.



6-1

- Area 6: Trollclaws Ambush -

To World Map



6-1

Another "Surprise" Ambush

Once again, a bunch of random beasts are proving that there's no such thing as a good night's sleep in Faerûn. This time, the culprits are trolls, who can only be permanently

6-2

The Outer Courtyard

After your big green wake-up call from last night, it's hard to get excited by the scattered goblins and bugbears that prowl the castle courtyard. Hunt them down and slaughter them, or just leave them behind and move in through the north gates. There isn't any treasure of worth in the southern part of this area, but there is a bit of loot north of the inner courtyard, near the top of the map.



6-2

6-3

The Inner Courtyard

The bugbears in the inner courtyard are much tougher than the ones in the outer courtyards, but there are only a few to fight through on your way to the castle's central chamber. Here you'll find a save spot and the entrance to the fabled Dragonspear Dungeons.

6-2

6-4

The Shrine to Tempus

Just west of the entrance to the dungeon, you'll find a small shrine to Tempus, god of war, administered by the cleric Felleth. He offers a short side quest: "Obtain the Holy Symbol of Tempus."



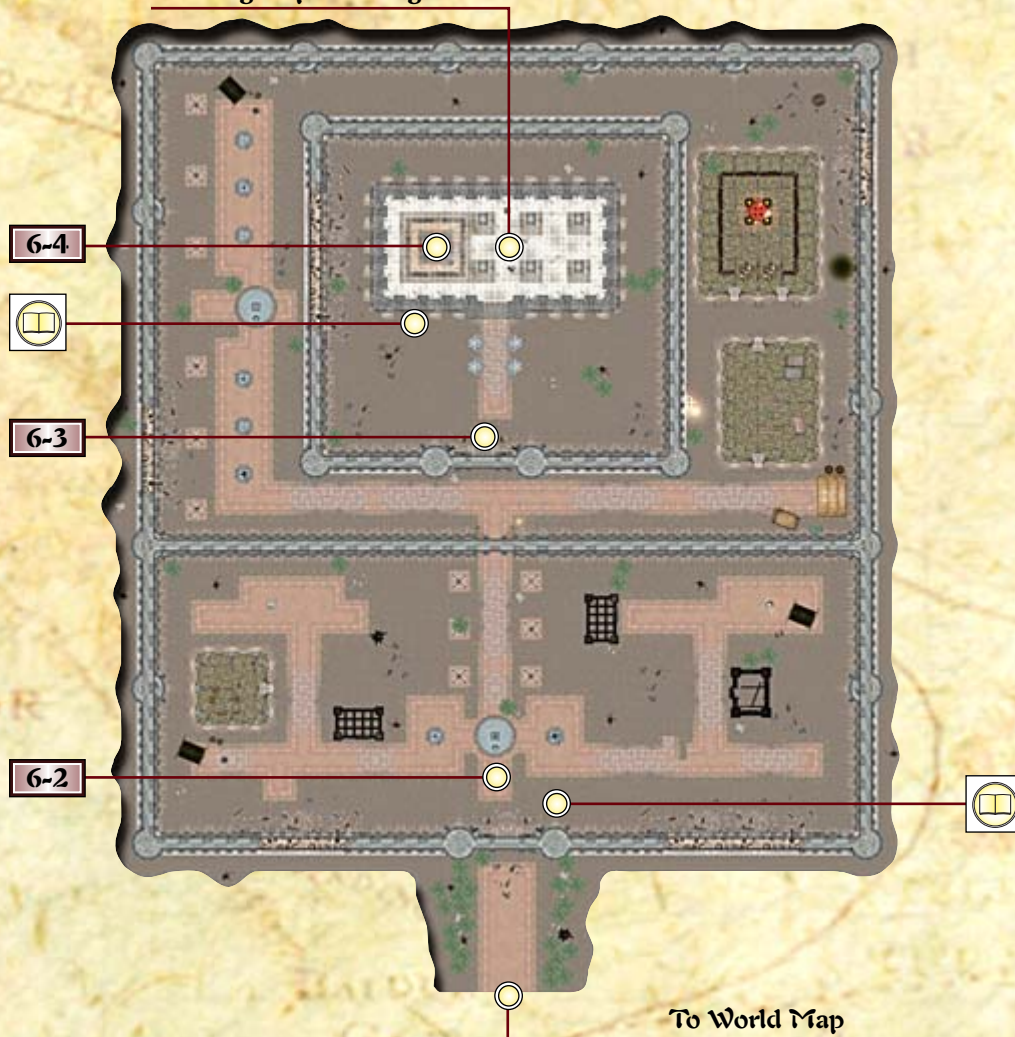
6-3



6-4

- Area 6: Dragonspear Castle -

To Dragonspear Dungeon



To World Map

6-5 Goblin Shaman Death Squad

Pull the lever to the north of the dungeon entrance to open a door to a long corridor that is infested with goblins and bugbears. You should be able to hack and slash your way through without much trouble, until you hit point 5. When you step into the middle of that room, the two doors to the south will open, releasing a large group of goblin shamans. Hunt them all down before you proceed further west, because a similar group of archers will burst out of the next room, and the shamans are annoying enough without help. When you pull the lever that the archers were guarding, the door at point 6 will open.



6-6 The Lever Room

There are no less than six levers in this room, and if you've guessed that one of them activates the fireball statue, you're half right. In fact, four of them do, but it's the four in the corners, so you won't have to take a flaming sphere in the butt to solve this puzzle. Pull the middle lever on the west wall to open the door to the adjacent treasure room, and the middle lever on the east wall to open the door to the east wing—and point 7.



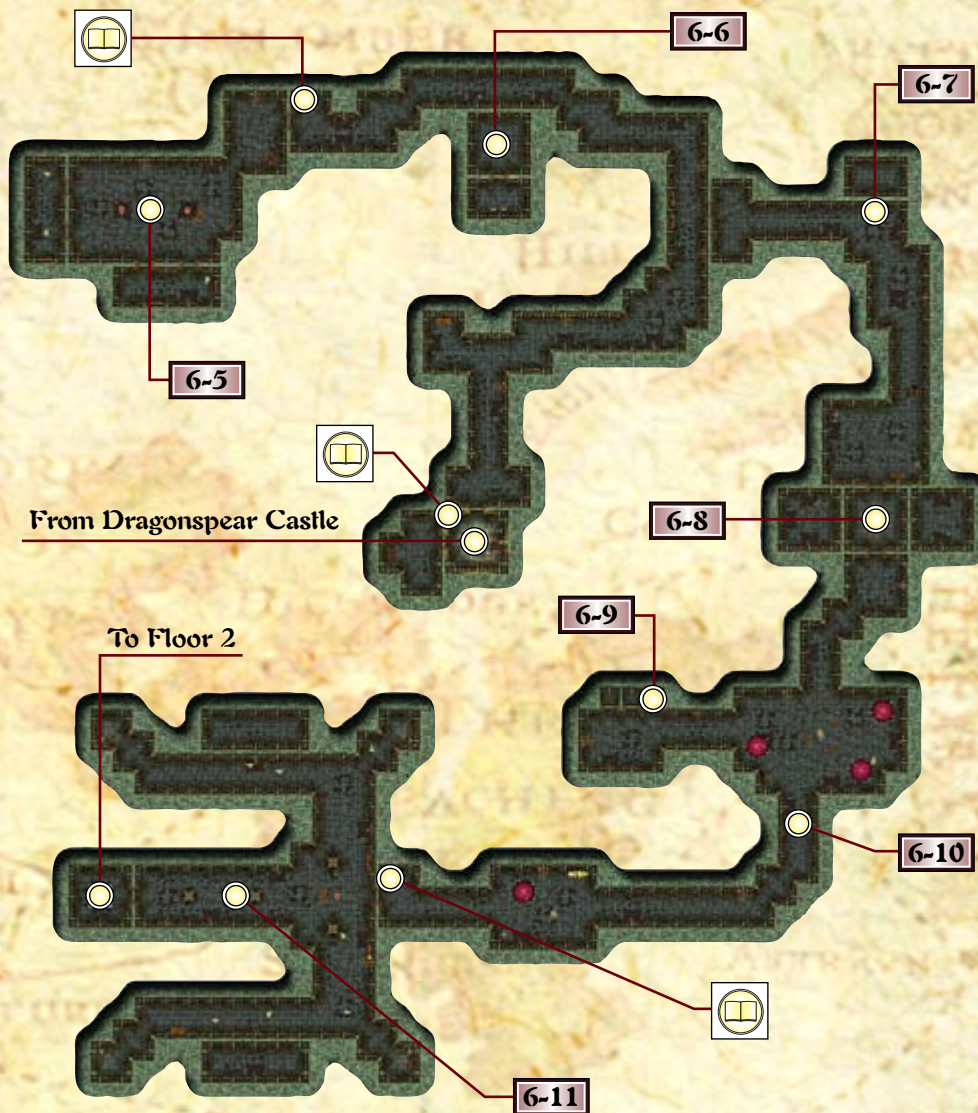
6-7 "You Die Now!"

When you enter point 7, immediately rush the two

goblin shamans and take them out of the fight. New hellhound enemies prowl here, and you want to be able to learn their patterns without interference. To defeat them without getting singed, circle around and stab at their flanks. Or, back up slowly, wait for them to stop (to breathe fire), and then run back and shoot them with a ranged weapon.



- Area 6: Dragonspear Dungeon Floor 1 -



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6-8

"Ambush!"

When the door shuts behind you at point 8, fall back to one of the corners against the east wall so you can battle the incoming bugbears from the west room without giving the archers and shamans in the east room a free shot. When you've dealt with both groups of enemies, pull the levers in both rooms to re-open the north and south doors.



6-8

6-9

The Holy Symbol of Tempus

What's the point of taking captives if you're not going to feed them? Ponder that while you battle a trio of hellhounds outside of the point 9 cellblock. When the coast is clear, search the remains in the first cell and you'll find the medallion of Tempus that Felleth spoke of. Return it now, while you're still in the neighborhood, and he'll reward you with 2,000 experience points and a +1 Remarkable Flashing Battleaxe.

TIP



DORN

It isn't cheap, but around this time you should start investing in the Cleave feat. The ability to wipe out a bunch of goblins while damaging stronger foes in the same hit makes Cleave one of Dorn's best active feats. If you can't spare the skill points, you can always forge a weapon with sapphires, getting you an extra rank in Cleave for every level of the weapon (assuming you have at least one level in Cleave already).



6-10

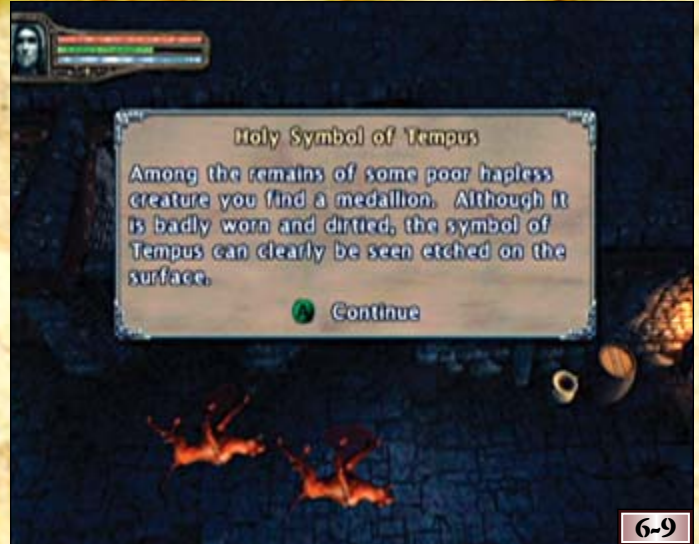
Return of the Fire Traps

Three black circles on the walls? You know what that means... proceed with caution through this hallway, or you could end up eating a triple dose of fiery death.

6-11

To the Lower Dungeon

Don't let all the fireball statues fool you; there are no traps here except for the fake walls that slide open when you run near the enemy-filled side rooms. Pull every lever you see (there are four, one in each corner room). When you've pulled the last one, the door to the lower dungeons will open. The statues will remain inert.



6-9



6-10



6-11

intro

characters

workshop

walkthrough

extras

6-12 The Tomb Door Switch

Of the five wings on this floor, the northeast wing is the only one you have to visit. Hang a right from the entrance, hack your way past several bugbear guards, and you'll see a large formation of goblin archers and shaman snipers. Keep moving so they can't get a bead, and take out all the ones on the bottom before using a Bull Rush or Stunning Blow (if you have it) to knock out the archer on the stairs and get to the shamans up top. Pull the switch to open the door to the tomb at point 14.



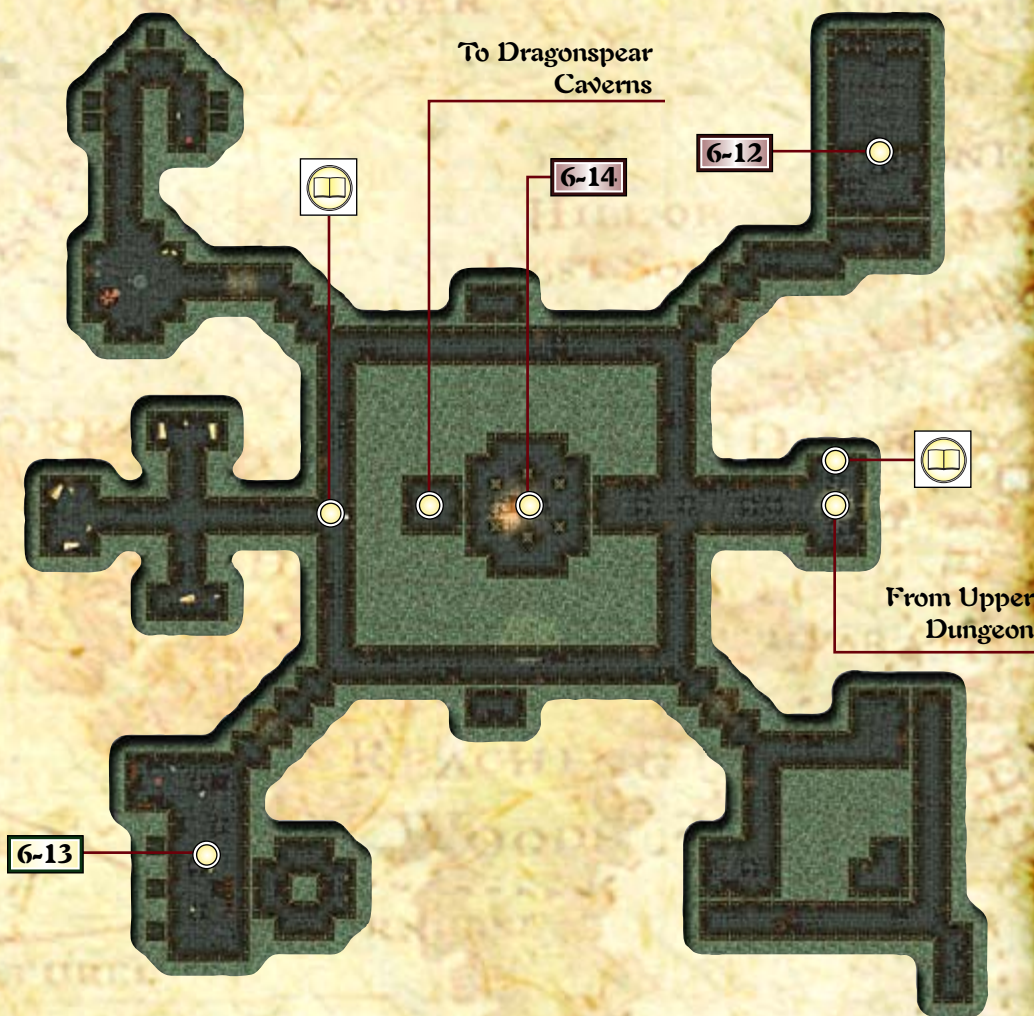
6-13 The Hellhound Kennel

OPTIONAL

All of the other wings are optional, and most contain nothing but a few heavily guarded crates and barrels. Of the four, only the wing in the southwest corner offers rewards worthy of the trouble. In the middle cell, along the southwest wall, you can find a switch that opens a hidden door behind the wall of barrels and casks. Defeat the emerging wave of hellhounds, then head inside and help yourself to two weapon racks and four, count 'em, **four** treasure chests.



- Area 6: Dragonspear Dungeon Floor 2 -



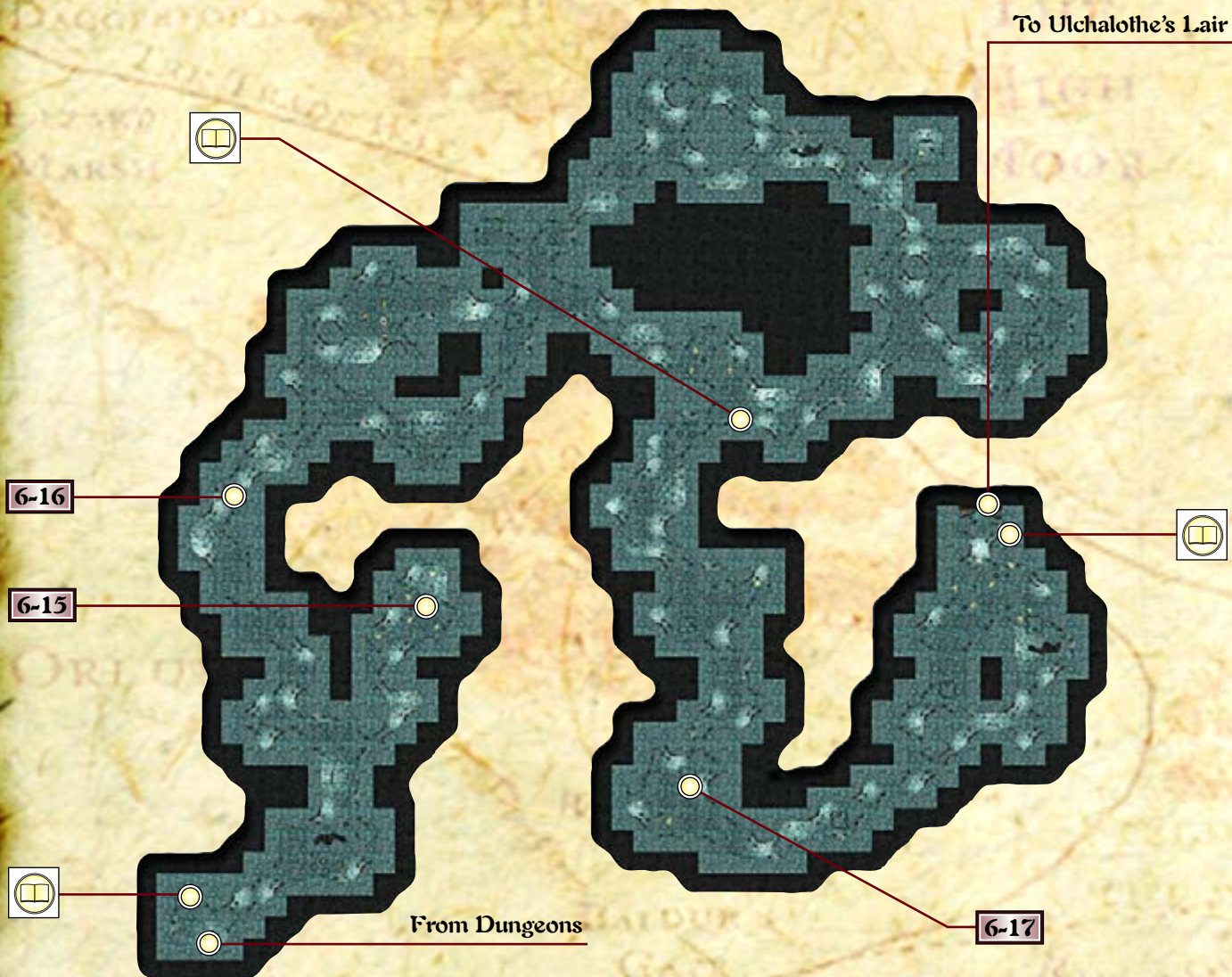
6-14 To Dragonspear Caverns

This room is full of fireball statues, but dodging their blasts and collecting the piles of gold is easier than it looks. Most of the statues can only shoot fireballs in certain directions, so if you study them carefully you'll see plenty of safe routes to run. When you've had your fill of cash, hop into the well to the final area of Dragonspear Castle.



- Area 6: Dragonspear Caverns -

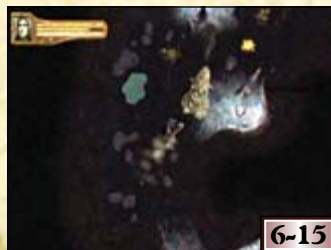
To Ulchalothe's Lair



6-15 Meet the Ropers

The alcove at point 15 introduces an interesting new foe. From a distance, ropers seem to be nothing more than disturbingly phallic stalagmites, but when you get within range, they fire sticky strands that pull you into their gaping mouths. If they nail you, you can get free by running in the opposite direction, or simply thrash them to death in melee combat. Once you know how to spot

them, you can just use projectiles to get them from a safe distance. They're easily avoided, but usually worth dealing with; these caverns are full of valuable gems, but they're always guarded by either ropers or poison mushrooms.



6-15

6-16 Meet the Driders

Carefully squirm around the giant mushrooms between poison clouds, and you'll end up in a cavern populated by half-drow, half-spider driders. These foes are deadly, but ill-suited to their environment. If you fall back between the stalagmites, the over-sized driders won't be able to reach you, and you can then gun them down with

projectiles of your own. Some can retaliate with bows, so take them out first, then finish the others at your leisure.



6-16

6-17 The Grand Melee

Since there are no treasures in the caverns, skip the lengthy loops and take the shortest possible route to the end. Around point 17, you'll start fighting ropers, driders, and poison mushrooms all at the same time, so you need to proceed cautiously and use your ranged weapons and feats to even the odds from as far away as possible. If you simply go charging in, you're likely to find yourself covered in sticky goo—lungs full of poison gas—while you get your butt kicked by an opportunistic drider.



6-18

ULCHALOTHE

BOSS

Mind flayers are cautious combatants, so Ulchalothe will gladly hang back while you deal with his zhentarim henchmen. Lead them away from Ulchalothe and his psychic blasts, and battle the henchmen defensively (carefully blocking their crossbow quarrels).

In a one-player game, the best tactic for battling Ulchalothe is to stay back and throw ranged weapons. They won't do much damage, but you'll be safe if you can stay out of his psychic blast range. If he snares you, you'll be

frozen and at his mercy (you can still use potions, however) until you can free yourself.

After the battle, don't miss the single chest

behind the cell door. Then recall back to Baldur's Gate and see Jherek for your reward.



- Boss: Ulchalothe -

Street Passage to
Dragonspear Castle



From Dragonspear
Caverns

OBTAIN THE OCEANIC URN

AREA 7

SEER'S ISLE

ACT II

ENEMIES

hill giants
kuo-toa javelin throwers
kuo-toa priests
kuo-toa staff fighters
kuo-toa warriors
undead pirates
zhentarim archers
zhentarim clerics
zhentarim soldiers

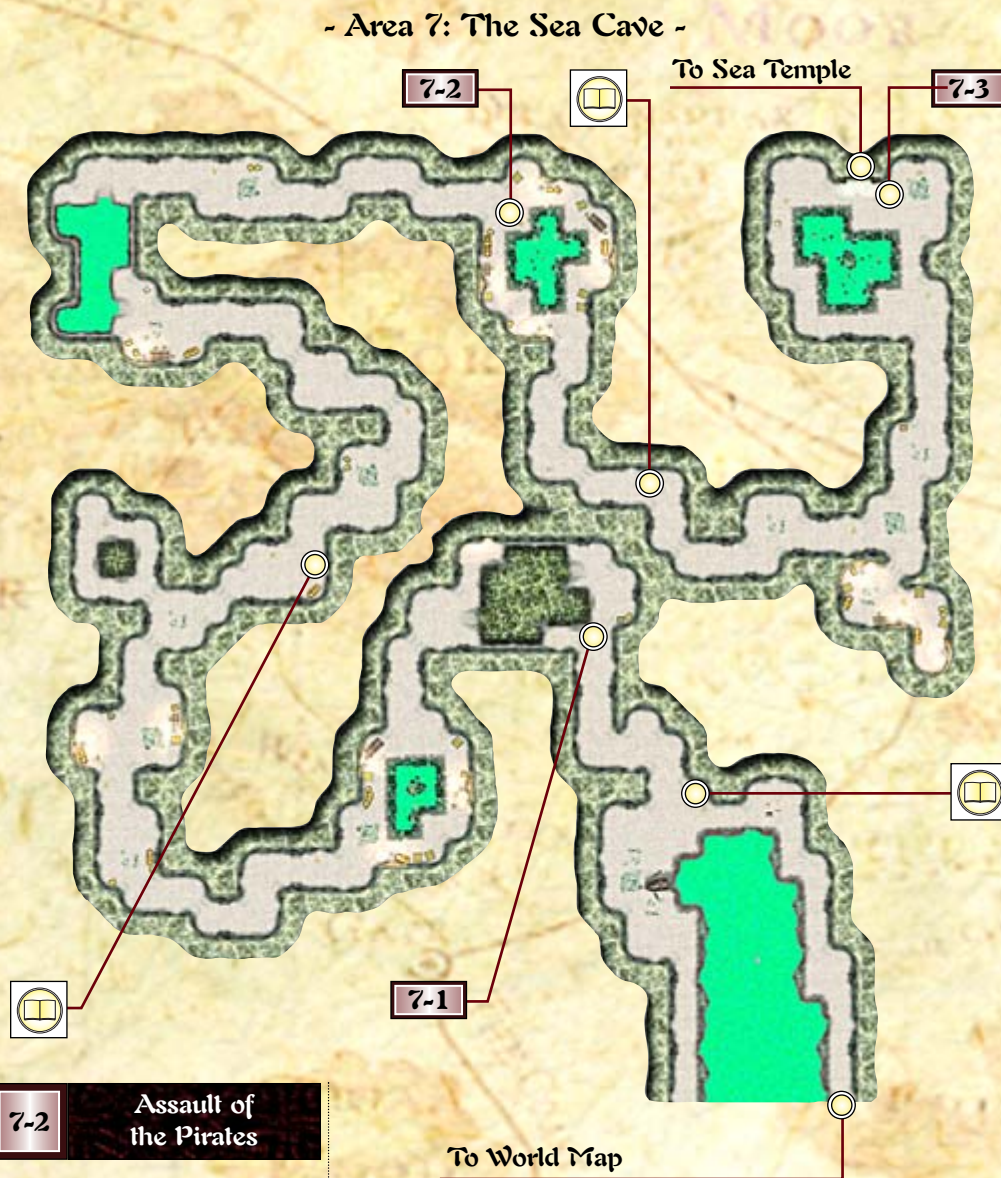
7-1 Rise of the Pirates

The only enemies in the Sea Cave area are undead pirates, and they only come in one flavor: cutlass-wielding melee fighters. Since they have no long-range attacks, you can pick them off with ranged weapons long before they reach you. The pirates can't block while they're moving, so don't fire if they're standing still. To get them moving again, just move away slightly.



ALLESSIA

No, that's not a sunburn... These guys are drowned, dead, and back from the grave, which means you get a free pass on this level. Turn Undead will set them up, and a good long-range weapon will knock them down.



7-2

Assault of the Pirates

At this point, the pirates stop wandering over a few at a time and start attacking in large groups. Dorn and Vhaidra can use Cleave and Spinning Strike to cull the ranks, and Borador and Ysuran can fall back and use Smokepowder Bombs and Flame Arrows. Allessia can tap the Turn Undead button yet again.



7-1

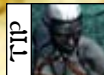


7-2



YSURAN

Good news for Allessia is often bad news for Ysuran; against undead creatures, most of his best spells are useless. I recommend using Flame Arrows as your primary offensive spell; it does good damage at higher ranks and it functions as a Cleave of sorts, damaging multiple opponents when you're facing a large group. This technique will prove invaluable as you progress through the game.



VHAIDRA

Spinning Strike is good in so many ways. It acts as a super-Cleave, damaging whole groups of enemies when they attack in force, and it lets you get bits off against short-range melee attackers (like undead pirates) before they can reach you, and then knocks them back so they can't retaliate.

It's also great when you want to be cheap... Jump up on one of the large picnic tables scattered around this area and you'll be safely out of range of the pirates' attacks. Spinning Strike, which strikes downward, can still hit them.



7-4

Hidden Temple Treasures

There are four well-stocked treasure rooms on this floor of the temple, and all are easy to reach, provided you can spot them. Keep your eye on the auto-map, and look for doors to rooms like the one just north of where you start. The doors look like any other section of wall, and no prompt appears when you're near them, but they're clearly marked on the map. Hit the open button, and the wall segments will slide away to reveal rooms full of blue chests. The second treasure room is right around the corner, just a few steps to the east.



7-4



7-5

7-5

The Kuo-Toa Defenders

Both levels of the temple are infested with kuo-toa, a race of evil frog people. They're similar to goblins, but are tougher, faster, and much better at blocking. Nevertheless, classic goblin-slaying tactics are still effective, although you may want to emphasize unblockable feats like Ysuran's Life Drain and Vhaidra's Stunning Blow.

You'll have plenty of time to get used to battling kuo-toa, since this floor is basically just one long frogman brawl. There are no keys or switches to worry about, just fight your way to the end and keep an eye out for treasure rooms.

7-3

CAPTAIN KHORIS

BOSS

The captain is a super-powered undead pirate, who has the ability to raise his fallen comrades from the dead over and over again. Fighter types should fight defensively, striking after they block his attacks, and keeping Cleave-like skills at the ready for when his undead army returns (they'll have only a few hit points).



7-3



7-6

The Final Treasure Rooms

Don't miss the hidden door at point 6, since it's blocking a room with no enemies and five chests. The final treasure room is at the end of the floor, just west of the exit. When all is said and done, the Sea Temple is one of the most lucrative areas in the game.



7-6

7-7

A Lock with No Key

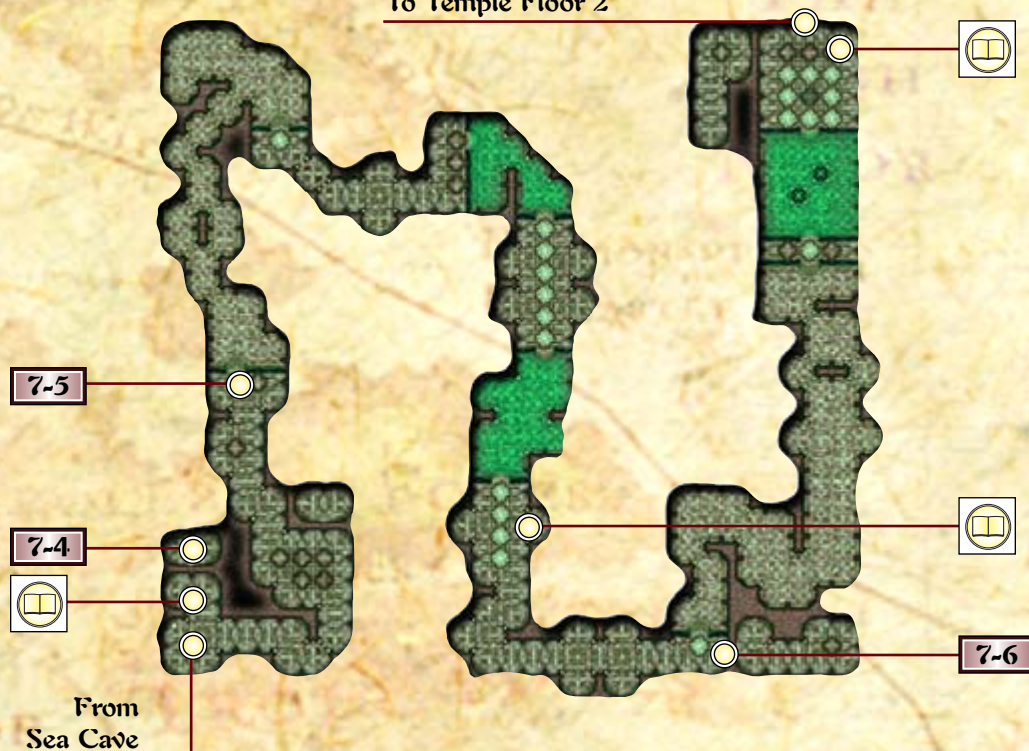
The Oceanic Urn is straight ahead, but the door to the central hallway is locked, and a key is nowhere to be found. That means you'll have to circumvent the lock by taking an indirect route through either the east or west wings. Both routes have generously stocked treasure rooms and plenty of kuo-toa, but the west wing is probably easier, because the kuo-toa there have the courtesy to attack one at a time instead of all at once. If you'd like to do both, no problem; the locked door will open once you get to the other side.



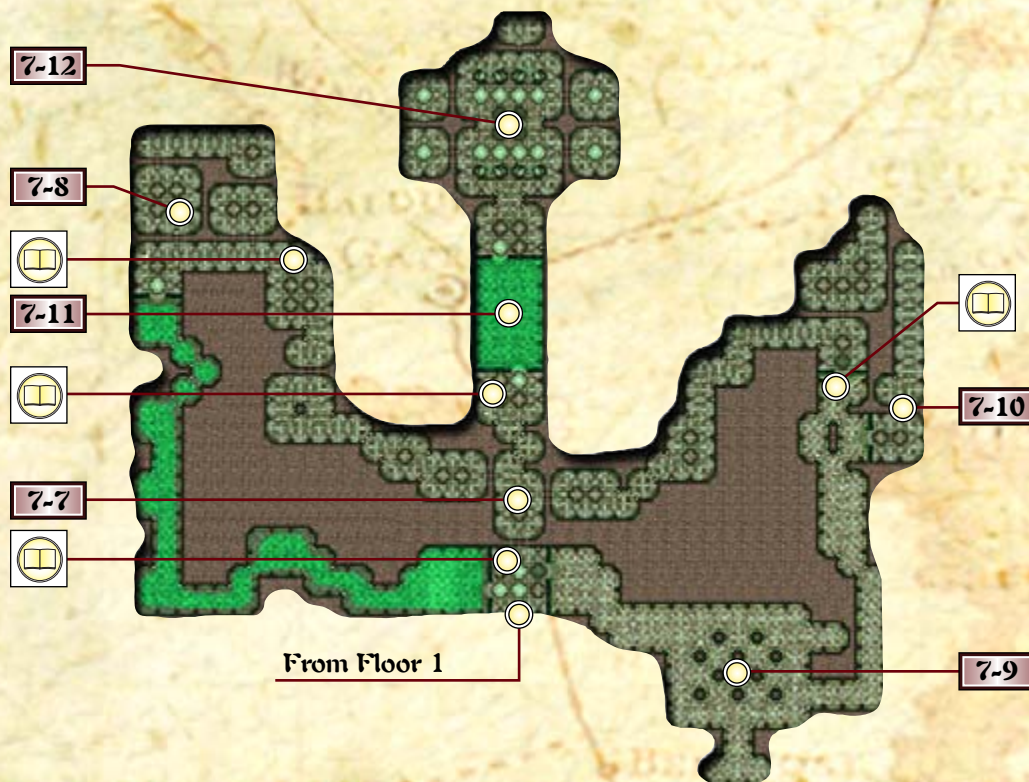
7-7

- Area 7: The Sea Temple Floor 1 -

To Temple Floor 2



- Area 7: The Sea Temple Floor 2 -



ACT II - OBTAIN THE OCEANIC URN

7-8 West Wing Treasure Rooms

These locks also have no keys, but you won't need to go far to circumvent them. A hidden door is just to the left of the second room's locked door, and another hidden door in that room will take you into the other treasure room.

7-9 Better Get a Priest

Beware of the kuo-toa priests that are lurking in the sea of pillars at point 9; you never know when you might turn a corner to find a fireball coming at you. Clear them all out and raid the alcoves in the south and east walls for a few chests.

7-10 East Wing Treasure Rooms

The rest of the loot is in the two treasure rooms in the northeast corner. Ignore the locked door, since the real entrance is behind a trick wall at point 10. Another hidden door in the northwest corner will take you to a second room, where the lion's share of the treasure awaits.

7-11 DIBTOLPT: KUO-TOA HIGH PRIEST

BOSS

Dibtolpt is exactly what he seems to be, a giant kuo-toa priest. Like all priests, he can fight well enough in melee if you engage him, but he'd rather keep his distance and cast spells. That's fine with us, since without access to magic missile, all of his spells are easy to dodge. Run around him in wide circles, firing your best projectile weapon. Keep an eye on his staff, and make sure you're in motion when he points it at you. Dodge his spell, then stop and take a few free shots.



7-12 The Urn and More Loot

Grab the **Oceanic Urn** and a pile of gold off of the huge altar in the center of the room, then turn your attention to the locked treasure rooms on the east and west walls. The southwest room is unlocked, and from there you can find a hidden door on the north wall that leads to the northwest treasure room. Opening that door will also open a hidden door on the northeast wall, and in that treasure room you'll find another false wall that leads to the southeast room.



An Unplanned Visit to Hill's Edge

You've finally managed to get your hands on the Oceanic Urn, but before you know it it's gone again, stolen from your ship's hold by zhentarim agents. When you report to Jherek, he'll send you to the town of Hill's Edge, where the zbents will politely return it—once they're all dead.



7-13

Land of the Hill Giants

Two hill giants prowl the lower area of Hill's Edge, and they're certainly a sight to behold. As you might imagine, these humongous creatures can dish out quite a beating, so weaker characters will want to hang back and hit them with projectiles and spells. They're slow, but you'll need to move carefully to dodge the boulders they throw.

If you're buff enough to go toe-to-toe with a hill giant, maintain a strong defense until they swing their clubs, and then give 'em both blades. Don't strike after a foot stomp, because they'll club you silly if you do. It's worth taking out both giants, since there are several treasure chests scattered in the corners of this first area of Hill's Edge.

- Area 7: Hill's Edge -

To World Map

7-15

7-14

7-13

From World Map



ACT II - OBTAIN THE OCEANIC URN



7-13



7-13

7-14

The Zhentarim Strike Force

The zhentarim will meet you on the hill with swords drawn and crossbows loaded. These soldiers are heavily armored, so keep them at bay with long weapons and nail them with stunning techniques if you have them. Proceed slowly so you won't have to fight too many at once; there are several in the hills and many more in the town ahead.

7-15

Recover the Oceanic Urn

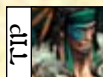
Amidst the sea of soldiers is a single thief, usually found near the center of town. Kill him, grab the **Oceanic Urn**, and head north to return to the world map. There isn't much looting to be done in the town of Hill's Edge, so all this area has to offer is the experience points you'll earn from battling soldiers.



7-14



7-15



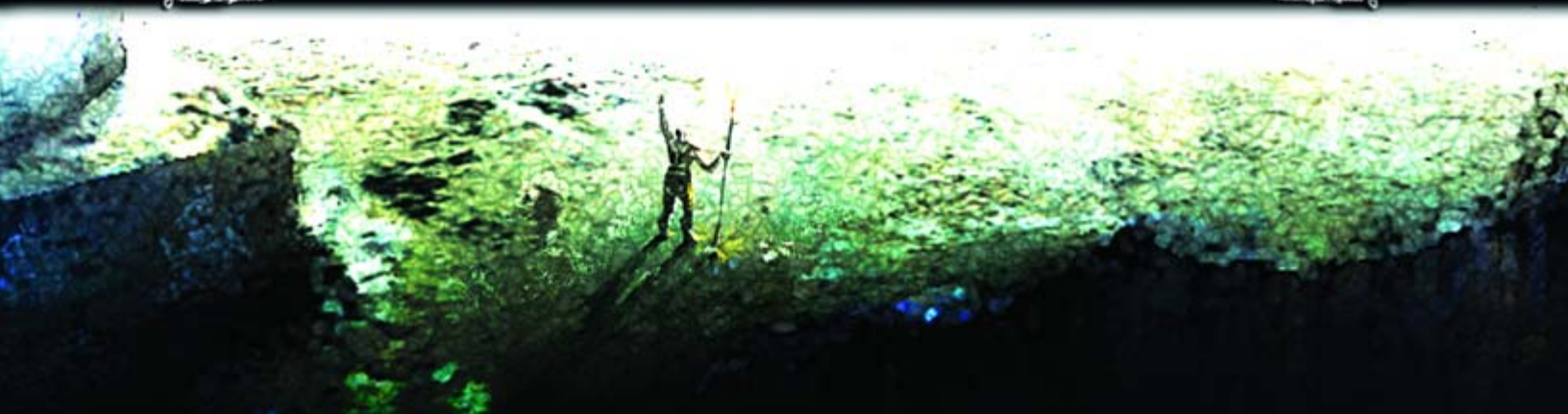
DORN

If you've been buying ranks in Sunder, now is the time to unleash it. Alternate Sunder strikes and normal hits and you'll cut through the zbents' full plate armor like tissue paper.





ACT III



1-1

The Church of Helm

Finally, Huros has a mission for Allesia that involves something other than a large cash donation. Visit the church and sign up for the "Destroy Goreth Vileblack" quest as soon as you can.



1-1

1-2

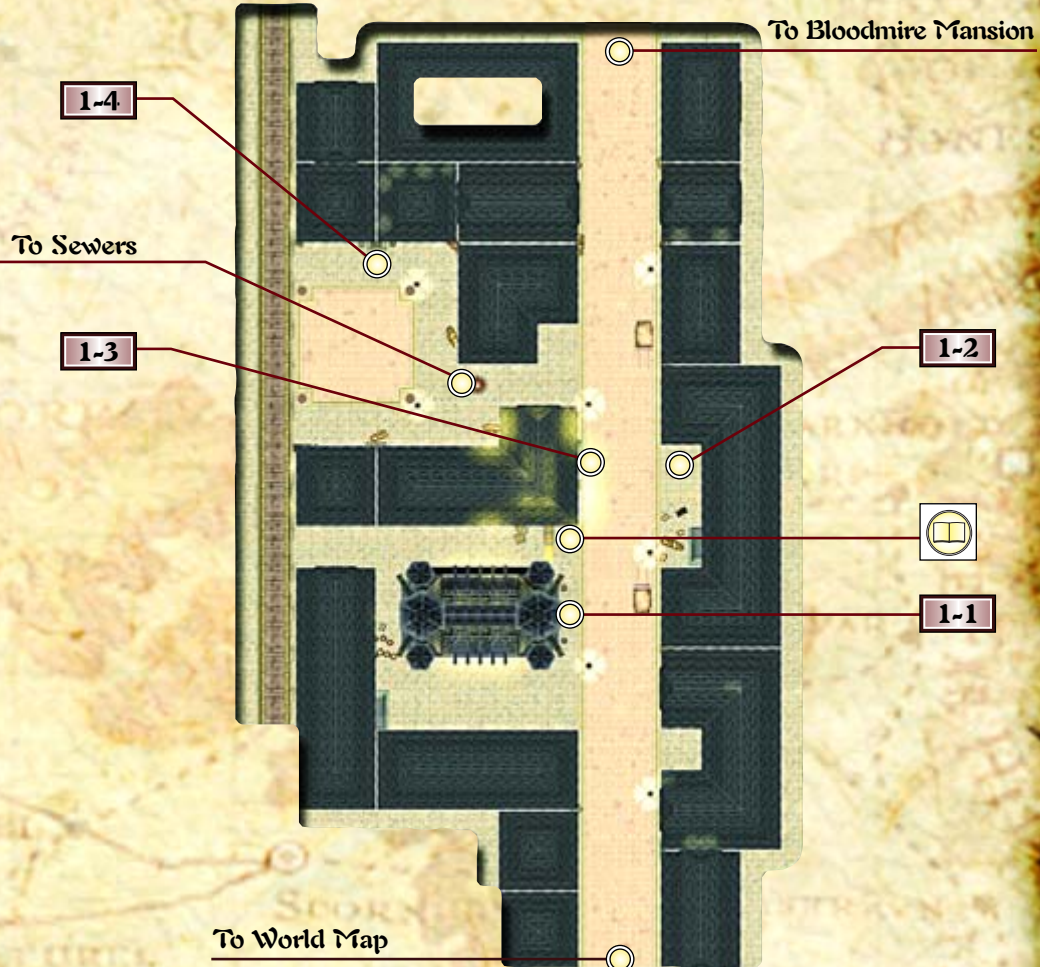
Bartley the Trader

Bartley's new shipment isn't as eye-popping as the last one was, but he's finally selling Superior weapons and half-plate armors. He has also quietly added a few new gems—emeralds—to his stock. Along with old favorites such as rubies, these precious gems are the main ingredients in the obscenely powerful Vampiric weapons, which refill your HP and MP with every swing of your blade.



1-2

- Area 1: Baldur's Gate -



- Area 1: Church of Helm -



PROVISIONS BARTLEY'S STOCK PROVISIONS

ARMOR	
Chainmail	3,750
Chain Boots	750
Chain Gloves	937
Chain Helmet	1,125
Half Platemail	6,000
Half Plate Boots	1,200
Half Plate Gloves	1,500
Half Plate Helmet	1,800
Superior Iron Shield	3,000
Grand Chainmail	16,250
+2 Fine Leather Armor	1,800
+2 Fine Studded Leather Armor	2,800
+1 Fine Scale Mail	4,800
+1 Remarkable Half Plate Helmet of Blood	8,400

OTHER	
Healing Potion	250
Rejuvenation. Potion	250
Recall Potion	450
+2 Superior Ring of Coldfire	37,600
+3 Superior Amulet of Thunder	27,420
Amethyst	4,000
Aquamarine	4,000
Diamond	2,500
Coral	2,000
Rune Stone	1,000
Emerald	3,000
Jacinth	4,000
Jade	4,000
Jet	1,500
Moonsstone	1,000
Pearl	2,000
Ruby	3,000
Sapphire	2,000
Topaz	4,000

WEAPONS	
Club	10
Superior Light Mace	800
Superior Handaxe	960
Superior Battle Axe	1,600
Superior Warhammer	1,920
+4 Superior Short Sword	2,000
Superior Spear	2,400
Superior Long Sword	2,400
Remarkable Bastard Sword	2,800
Superior Throwing Knife	2,800
Superior Throwing Dagger	2,800
Superior Throwing Axe	2,800
Superior Crossbow	2,800
Superior Morning Star	3,520
Remarkable Great Sword	4,000
Grand Shortbow	4,000
+4 Remarkable Great Axe of Mighty Cleaving	26,400
+3 Remarkable Angelic Morning Star	42,920
+3 Superior Crackling Dagger	45,380
+3 Superior Vile Staff	63,190

1-3 The Purple Wyrn Inn & Tavern

Randalla has a mission for Dorn, but nothing to say to anyone else. Only Dorn, Borador, and Vhaidra need visit the Purple Wyrn in Act III.

- Area 1: The Purple Wyrn -



- Area 1: Omduil's Manor -



TIP **DORN**
Finally, someone has some sugar for Dorn. In Act III Randalla will offer you an exclusive quest, "Speak with the Druid Allana." Allana is Dorn's long lost contact, and while she won't sell you experience for money, she will offer you an upgrade quest: "Slay Baragoth, the Green Dragon."



TIP **BORADOR**
If you've finished funding the revival of your clan, Durbem will tell you of the discovery of Gandam's Hold. This is the opportunity you've been waiting for; if Borador can slay the basilisk and complete the "Retake Gandam's Hold and Mine" quest, he'll be able to upgrade to a Shield Dwarf.



TIP

VHAIDRA

When you've given Ulua all of the money she's asked for, she'll report the name and location of the order of monks who destroyed your family. Accept the "Destroy Draezen Direband" quest to complete your transition from monk to assassin.



1-4

Omduil's Manor

Omduil's Manor is your Act III base of operations. There are four quests in Act III (besides the optional upgrade quests), and you can do them in any order you want. Just tell Jherek which elemental plane you want to visit and ask Omduil to send you there. When all four elemental foundations are active, the game's final act will begin.



1-4

TIP

YSURAN

Omduil is finally willing to accept your final research assignment (for 16,000 gold). Upon its completion, he will offer Ysuran an exclusive quest: "Speak with Zarad Dustsmarrow." This may be the hardest of the upgrade quests, but the rewards will be well worth it.



ALLESSIA: DESTROY GORETH VILEBLACK (OPTIONAL)

AREA 2

UNHOLY MAUSOLEUM

ACT III

ENEMIES

undead archers

undead warriors

zombies

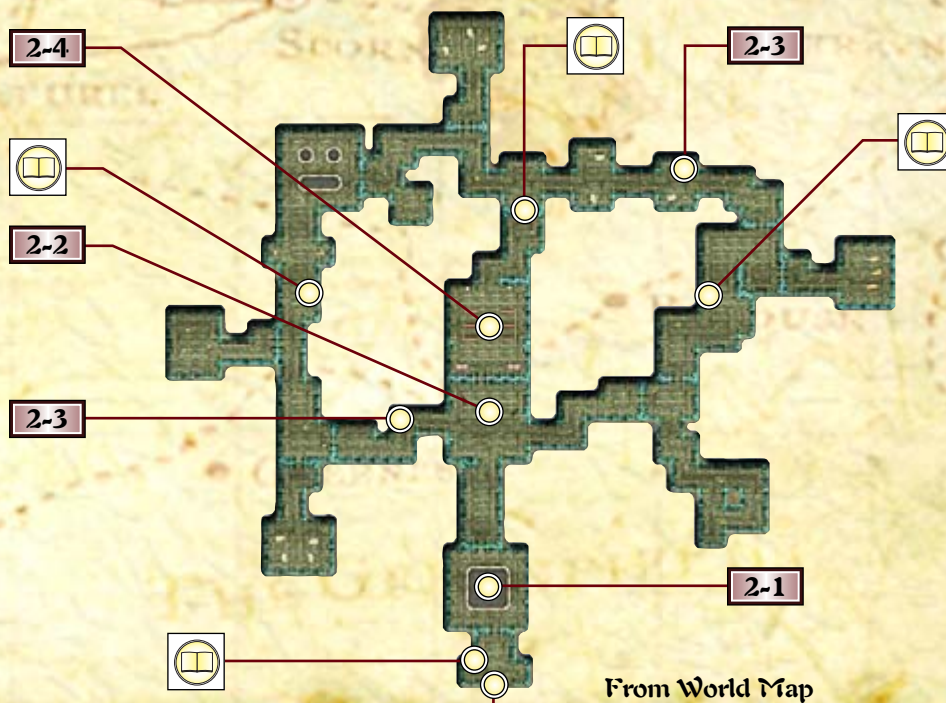
2-1 Skeletal Death Trap

Of all the battles in this heavily guarded mausoleum, the ambush waiting in the first room may be the hardest; these skeletal archers have no reason to rush into your Turn Undead spells. Fall back to the doorway and take out anyone who follows, then run in and try to herd the archers together with frequent castings of Turn Undead.



2-1

- Area 2: The Unholy Mausoleum -



From World Map

2-2

Skeletal Death Trap

More zombies and skeletons await here; all of the enemies in the mausoleum are undead, and they're brutally fierce. You'll need to be hitting Turn Undead at almost rapid-fire speed to stand a chance (cast it as soon as the spiral lights from the last casting fade).

Goreth Vileblack is waiting right behind the door to the north but, of course, it's locked. You'll need to get in through the back door—accessible through either the east or west wings. It isn't much of a choice, really.



2-2

Both routes offer lots of skeletons and zombies, a handful of pointless detours (there are no treasure chests in the mausoleum), and equal amounts of peril.

2-3

Swinging Scythe Traps

There's a new type of trap here: giant scythes that swing out of gaps in the walls to slice anyone nearby. They're easy to dodge, but they activate so rarely that if you're zipping through the hallways you may not be aware of them until it's too late. Proceed slowly!



2-3

2-4

GORETH VILEBLACK

BOSS

You have to give poor Goreth a little sympathy; with a name like Goreth Vileblack, it's hard *not* to be a depraved spawn of evil. Okay, screw the sympathy, and let's just put him in the ground.

Use the basic fighter-versus-fighter strategy of circling close around him, counter-clockwise (so you're always opposite his sword arm), and hacking at his side. Flaming weapons work great, since the flames will

slagger him and prevent him from retaliating. But if you simply use quick weapons and keep a few potions at the ready, he'll be dead in a few seconds. If he uses his Raise Dead spell, just blast off a quick Turn Undead to send them scurrying.

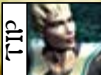
Among the loot on his body is a +4 *Imperial Templar's Bastard Sword*, a fantastically powerful weapon. Grab it, then warp back to Baldur's Gate for your other reward.



2-4



2-4



TIP

UPGRADE: ALLESSIA

After reporting your success to Huros, he'll grant you 8,000 experience points and will anoint Allessia as a paladin, giving her access to seven new feats. Basically, she gets most of what Dorn starts with—Cleave, Power Attack, Improved Critical... that sort of thing. Smite Evil is her one exclusive new feat, and it will come in handy the next time you run into undead. If only you had it a few minutes ago...



Huros

You have many new abilities at your disposal now, Allessia. Faithhammer, train well. I knew when you were a young girl in training, just as I know now you will become a hero unlike any other.

Farewell, Huros. May Helm watch over you.



BARADOR: RETAKE GANDAM'S HOLD & MINE (OPTIONAL)

AREA 3

GANDAM'S HOLD

ACT III

ENEMIES

giant bats
goblin archers
goblin fighters
goblin spearmen
goblin spider riders
hobgoblin archers
hobgoblin fighters
hobgoblin halberdiers

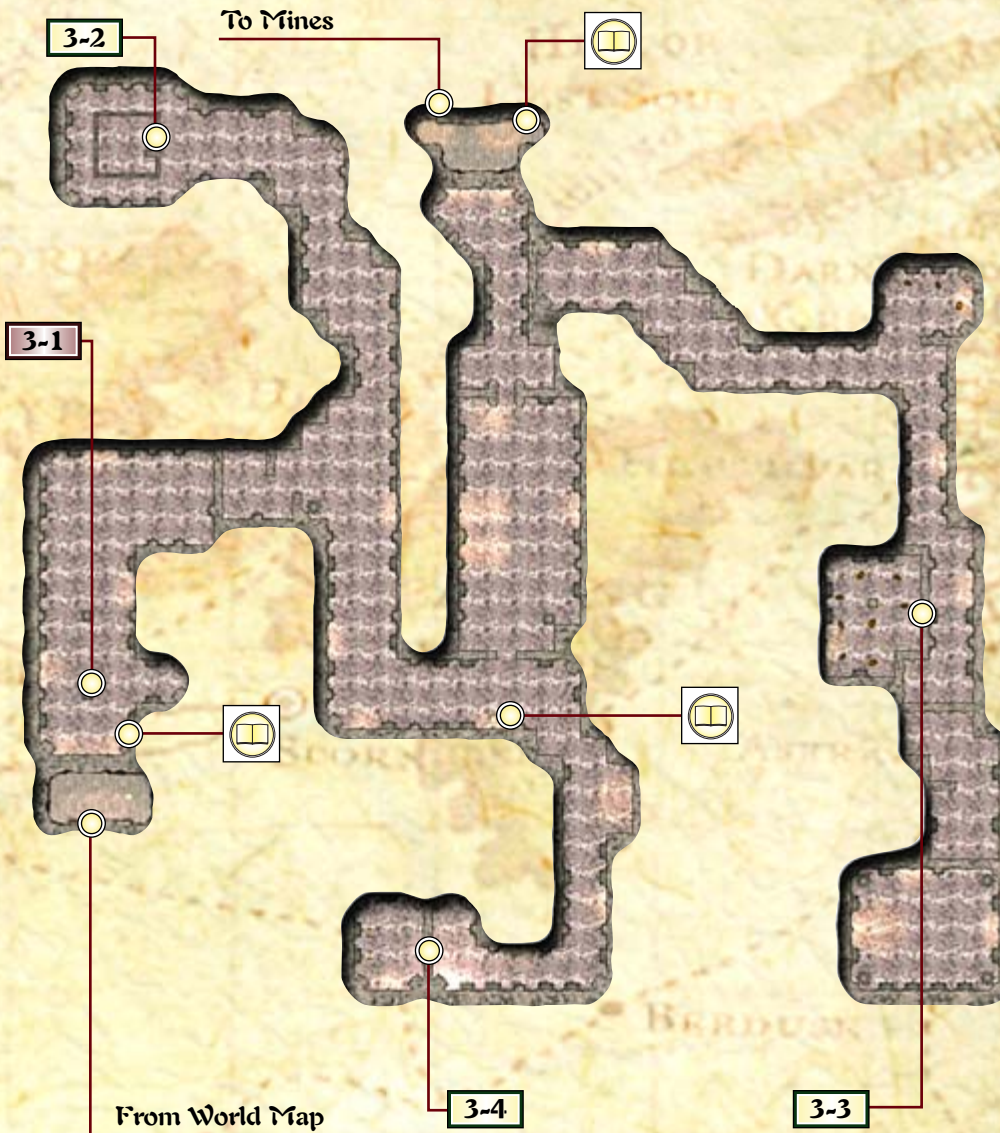
3-1

The Welcoming Committee

Several goblins and hobgoblins will meet you at the entrance to the Gandam's Hold's wide hallway. These goons lust for death, and they're coming to you for help! Use the pillars as cover from the archers and take out the fighters. Pop out, shoot at the archers, and duck back behind the pillar before they can retaliate. As in the Halls of the Hammer, using pillars as cover is a key strategy. Whether it's cheap or smart—you're alive; they're dead.

From the entrance, you can either fight (or Stealth) your way through more goblins and driders as you head directly to the mines, or you can take your time and clear out the hold for some quality treasure.

- Area 3: Gandam's Hold -



3-1

3-2

Goblin Death Pit

OPTIONAL

The pit in the northwest corner of this map is a needless detour, but it can be a lot of fun for those with a sadistic bent. Borador can easi-

ly kill the goblins from up-top by hurling Smokepowder Bombs—while the trapped goblins can do nothing but run around and die painfully. Or you can leave them be, and simply snag the treasure from up top without even setting foot in the pit.



3-2

3-3 Two Treasure Keys

OPTIONAL

If it's treasure you seek, ignore the entrance to Gandam's Mine for a bit and head towards point 3. Open the door to the west and kill the hobgoblin who emerges to find a **key**. That fits the door just to the south, where you'll face a small battalion of hobgoblin balberdiers and a goblin shaman. Stealth up before you enter, so you can get in and take out the shaman before he can start healing the others. Then open fire on the balberdiers with several Hails of Bolts—until one drops a **large key**.



3-3

3-4 The Treasure Room

OPTIONAL

That large key can be used to pop the locked door at point 4. Beyond that you'll find two chests and two weapon racks. It's not a ton of treasure, but it's worth the trouble; standard treasure chests and weapon racks will be rare in the rest of Act III.



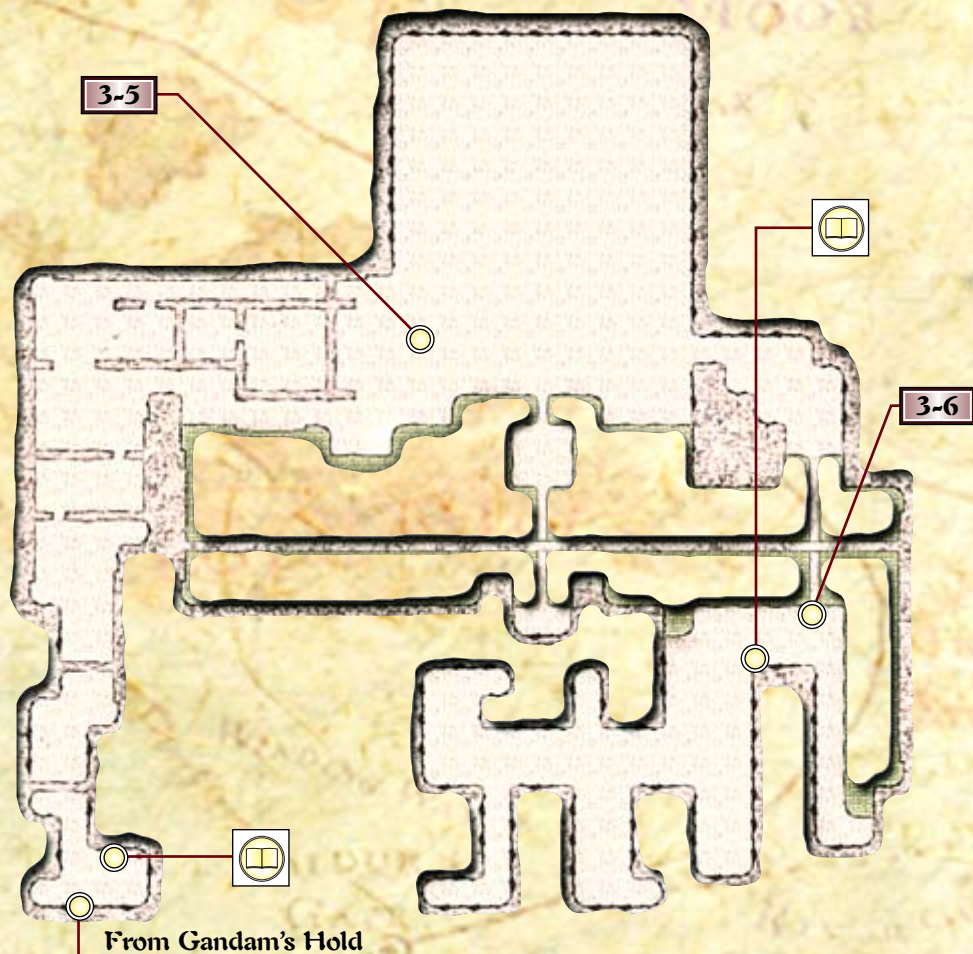
3-4

3-5

BASILISK

BOSS

- Boss: Basilisk (Gandam's Mine) -



Hmmm... Either you're about to face the basilisk, or a sculptor who is obsessed with flinching dwarves. Best to prepare for the worst, and be ready for a difficult boss after the hallway takes a turn to the east.

The basilisk's gaze won't turn Borador to stone, but it will damage and immobilize him—likely resulting in his death anyway. Fortunately, his gaze can't hurt you if you

don't see it; when his eye beams appear, immediately turn away so they're hitting your back. When the beams stop, turn and shoot (Precise Shot or Hail of Bolts work best). Try to keep him fairly far away from you (you can run while your back is turned without getting hit), so he's always at the edge of the screen and he can't get off a bite attack when you fire your crossbow. This is a long and

difficult fight, but you won't complain when you see the treasure the basilisk drops: a +4 Imperial Battle Axe of Mighty Cleaving,



1-4

3-6

Treasures of Gandam's Mines

When the basilisk has fallen, you can head south across the bridge to a single blue chest, and then east from the battle-field to a second bridge that leads to several other mine shafts. There's plenty of treasure to be had here, although you'll have to cut through a few goblins and giant bats. Then again, it's just not treasure if it ain't tainted in blood! Slog through the mess and take your loot.



3-6

TIP



UPGRADE: BORADOR

When you've had your fill of loot, Recall back to Baldur's Gate and see Durbem for the real reward: 8,000 experience points and several new feats, like Cleave, Dwarven Warsong, Power Attack, Shield Bash, and Sunder. Cleave is a great feat, but you may want to consider trading in your new battle axe for a long sword and a really good shield so you can exploit Shield Expertise and Shield Bash instead.



DORN: SLAY BARAGOTH, THE GREEN DRAGON (OPTIONAL)

AREA

4

THE REACHING WOODS

ACT III

ENEMIES

gnolls
hill giants
wolves

4-1

Meet the Druid Allana

Head to the spot Randalla marked on your map and you'll find a young woman named Allana with a quest for Dorn alone. Follow the path east from her home and you'll end up in the monster-infested Reaching Woods, where the green dragon Baragoth has made its home.

- Area 4: Allana's Home -



From World Map

To Reaching Woods

- Area 4: The Reaching Woods -

To Baragoth's Lair



4-1

4-2

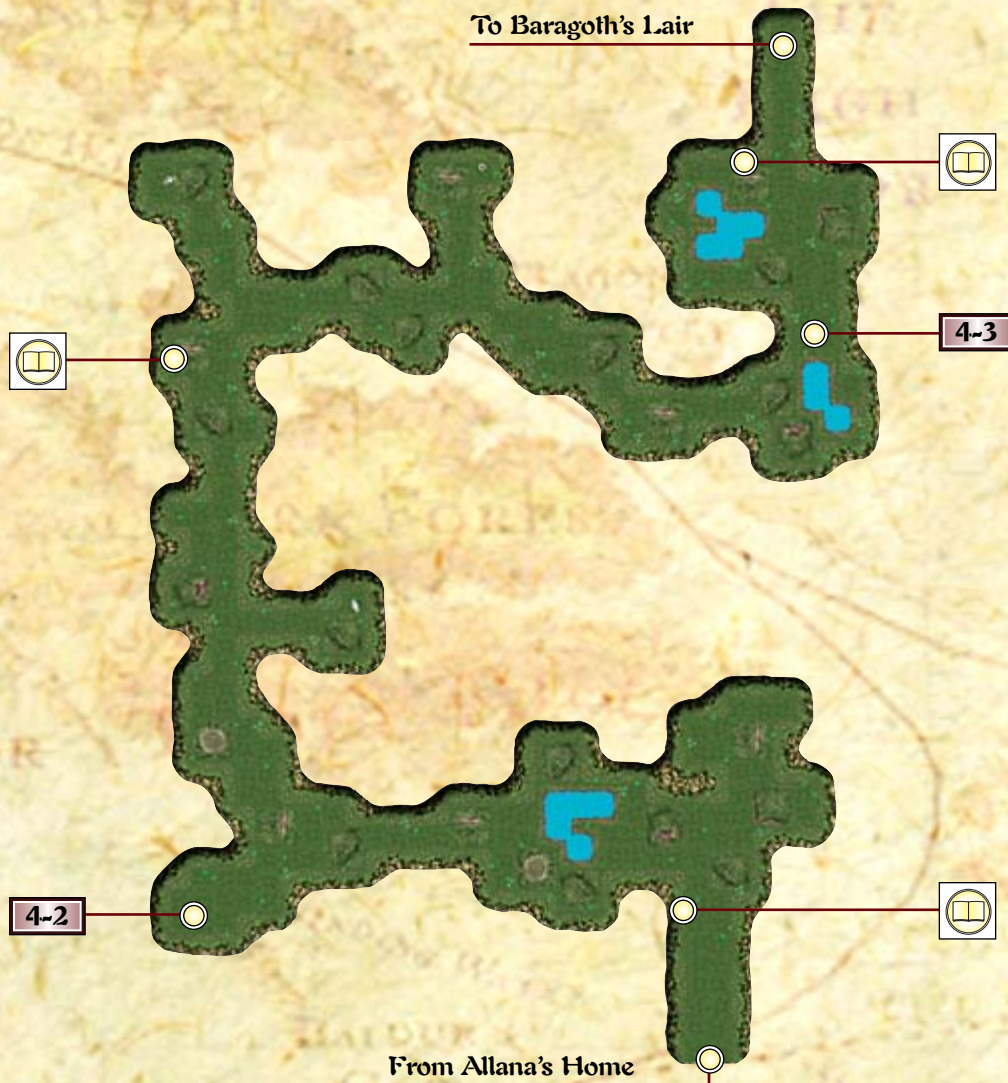
Treasure Nooks in the Woods

It's almost impossible to get lost in this area, since there's really only one way to go. But there are plenty of alcoves like the one at point 2, and they're all worth a quick look. The wolves and gnolls that guard the nooks are easy to defeat with Cleave, and while there's only one treasure chest per alcove, they typically contain quality goods.

4-3

Return of the Hill Giants

Hill giants prowl the last area of the Reaching Woods, and they're a bit tougher than they were in Hill's Edge. The problem is that they're no longer spaced out, and it's easy to get double-teamed. In that situation, you need to run away and use ranged tactics to split them up. If you can get them one-on-one, you can simply block their club swings and retaliate with quick hits.



From Allana's Home



4-2



4-3

4-4

BARAGOTH

BOSS

Baragoth isn't too tough on defense, but his poison blasts can be devastating. If you're in front of his mouth, you're dead, and if you're within range of his foot stomps, you're in for a world of hurt. The key is to find a sweet spot to the side of his feet, where you can hack away safely while his ground-based techniques miss by a mile. Dodge the rain of poison until he lands, then Sprint into position (coming from the side, never from the front) so he can't get any hits in before you find the spot. If he blocks, just keep hack-

ing, and you'll get some solid hits in when he gives up his defense to take to the sky.

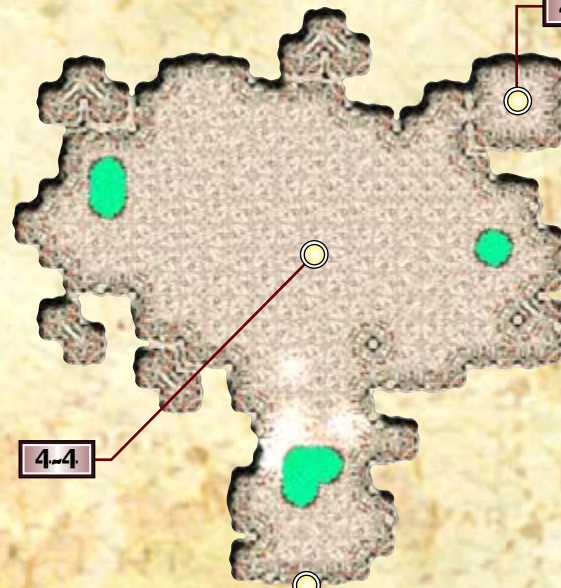


4-4



4-4

- Boss: Baragoth -



4-5

From Reaching Woods

4-5

Baragoth's Treasure Horde

The treasure hordes of dragons rarely disappoint, and the pile of loot in the northeast room contains a great many items of value. Best of all is a suit of +4 Imperial Chainmail of Rage. In addition to an AC of 38, this item will send your Barbarian Rage skill through the roof. In turn, you'll be sending scum of countless varieties through the roof.



4-5

TIP



UPGRADE: DORN

Return to Allana after defeating Baragoth and she'll reward you with 8,000 experience points. Even better, she'll awaken the druid within you, giving Dorn access to new feats—Animal Friendship, Bale Arm, Barkskin, Heart of the Bear, Heart of the Wolf, and Resist Elements. The new innate skills are far superior to Dorn's previous defensive skills, and Bale Arm finally gives him a long-range feat. Animal Friendship is cool in theory, but you won't encounter many animals from this point on. Check the character section for more details.



VHAIDRA: DESTROY DRAEZEN DIREHAND (OPTIONAL)

AREA 5

DARK MONASTERY

ACT III

ENEMIES

dark monks

5-1

The Dark Raven Debut

All is not as quiet as it seems... When you approach this crossroads, three dark monks will suddenly appear. Dark monks fight like Vhaidra, but can cast Cure Wounds, so battle aggressively (bare hands work best) and don't give them a chance to heal. Their one weakness is a lack of long-range attacks, so you can always fall back to a corner and take them out one-by-one as they come around. If you do get surrounded, make good use of Sweep Attack and Spinning Strike to buy yourself some breathing room.



5-1

5-2

5-3

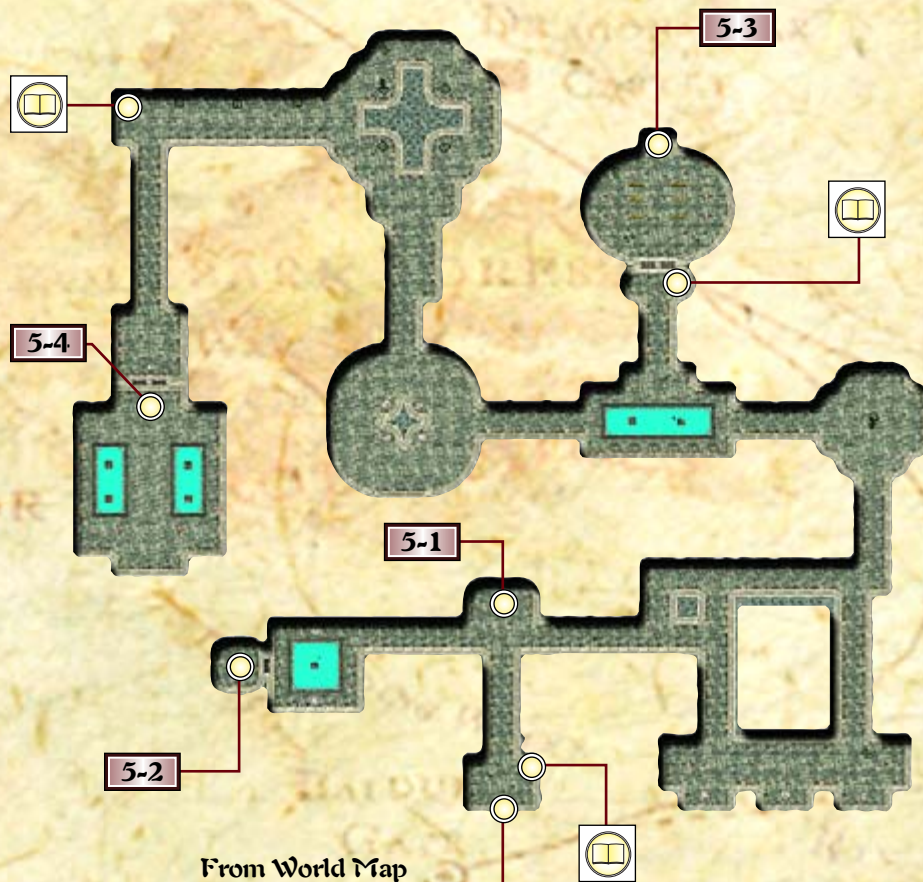
Perilous Treasures

There are only a few treasure chests in the monastery, and the monks aren't going to let you get them without a fight. The chests at points 2 and 3 (on the pillar, jump to get it) seem unguarded, but when you take the treasure you'll spring an alarm that generates a dozen or so new dark monks to fight. Since the treasures aren't unusually special, you may just want to pass.



5-2

- Area 5: Dark Monastery -



From World Map



5-3

You should also beware of the large sealed urns that line the hallways here; the only treasure they seem to contain is more dark monks. The broken ones are safe to attack, though, and often contain potions.

5-4

DRAEZEN DIREHAND

BOSS

The two treasure chests north of point 4 are safe, but the dark elf beyond the arches to the south is definitely not. Don't distract yourself by pondering the definition of "archimandrite," as you'll need to stay fully focused to survive this fight. The first priority is eradicating his henchmen; try to keep them between you and Draezen so he can't attack you directly, then slaughter them one at a time with unarmed attack combos. When you're alone with Draezen, you want to run in circles around him, about 3 or 4 body lengths

away. He'll attempt his stunning kick, which will always miss if you're running in circles. After he stops, give him a quick punch, then run back to your normal distance and begin circling again. Don't get greedy; if you hit him more than once, he'll nail you with his triple-swordsman attack as you move away.

Among the treasures he drops is a +4 *Imperial Hissing Throwing Knife*. This is a fantastic weapon that is amazingly deadly with Hail of Knives, a new feat you'll learn momentarily.



5-4



5-4

TIP

UPGRADE: VHAIIDRA

Back at the Purple Wyrn, Ulua will reward you with 8,000 experience and let you keep the Dark Raven's scrolls, which list the secret arts of assassins. Payday at last! One quick skim later, and Vbaidra is an assassin herself, with access to cool new feats like Arterial Strike, Crippling Blow, Hail of Knives, Poison, and Stealth. Thanks to her deadly long-range attacks (Hail of Knives and Poison) and her ruthless assassination techniques (Stealth combined with Arterial Strike or Crippling Blow), Vbaidra is a whole new character now. If you've been hanging back a bit in combat, this is your chance to do some incredible damage.



Ulua

Draezen has fallen. I humble myself before your might, dear sister. I have already sent agents to burn the monastery. Did you recover the Dark Raven scrolls?

Yes. Here they are.

YSURAN: SPEAK WITH ZARAD DUSKMARROW (OPTIONAL)

AREA 6

ZARAD'S CLOCK TOWER

ACT III

ENEMIES

clockwork giants

clockwork knights

shades

6-1

A Clockwork Beating

And here you thought you'd just have a pleasant chat with Zarad and be on your way. The fun begins as soon as the conversation ends, when two clockwork knights attack. Fortunately, they're slow, so

you can run around and fire back with Flame Arrow or Melf's Acid Arrow while dodging their spinning blades (which do a ton of damage).

If you don't want to spend several minutes running and shooting, use Animate Dead to summon up a distraction and smack the knights in the back when they go for the bait. That trick is risky here, where you're outnumbered, but it's fantastic against the solo clockwork knights later in the tower.



6-1

6-2 Dark Shadows

Two shades will meet you in the next area, and you should immediately use Dark Possession to swing one over to your side while you dodge and shoot (or block and retaliate) against the other. As with the clockwork knights, Life Drain is worthless against shades, but that's okay; Shades make better allies than enemies anyway.



6-2

6-3 Treasures and Cheese

Treasure is fairly rare in the clock tower, so even heavily guarded treasure rooms like this one (behind a false bookcase) are pretty tempting. Fortunately, the mix of shades and knights gives you a good opportunity to cheese your way through; pop in, Dark Possession a shade, and then duck back out the door and let them fight it out. Possess the survivor, summon an undead ally, and continue until the next enemy appears. Let your new friends do all the work while you provide long-range support. You'll be able to get the loot without having to dirty your hands one bit. And isn't that what it's all about?



6-3

6-4 The Arrow Trap Pillar

The pillar at the center of this room can fire streams of arrows in any direction, so when you're crossing the hallways, always stick to the walls. The arrows won't hurt your possessed shades and undead minions, so once again, leave it to them to do all the hard work.



6-4

6-5 More Traps, More Treasure

There's a treasure room just like the one at point 3 southwest of point 5, and another as a detour in the hallway beyond it. Two more treasure chests can be found north and south of point 5, but they're well guarded by four arrow traps and a fireball trap. Exploit your ability to open chests and pick up items from distant diagonals to get the goods without risking your neck.



6-5

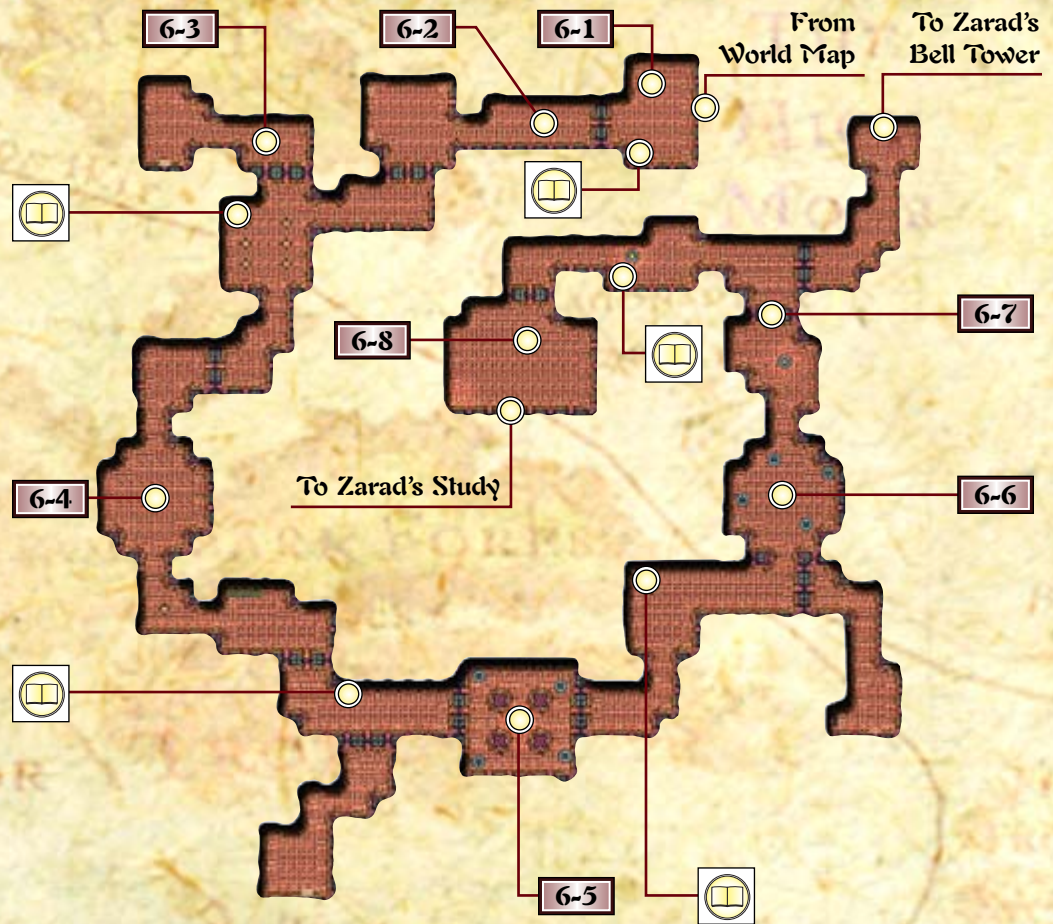
6-6 Traps within Traps

You'll need to proceed carefully to avoid the tricky arrangement of the arrow pillars here. But beware: just as you make your way through the safe path between them, another trap will trigger and half a dozen shades will appear! Fire off a Dark Possession and run for it; you should be able to get away while the shades tear apart the turncoat.



6-6

- Area 6: Zarad's Clock Tower -



6-7

The Final Onslaught

Both the hallway at point 7 and the one to its east are full of enemies. Once again, it's time to do what all great leaders do: delegate. Pop in, summon a skeleton, possess a shade, and head back through the doorway. It may take a few tries, but eventually you'll clear out the legion of enemies hanging out near the door.



6-7

6-8

The Clockwork Giant

If I were going to make a clockwork behemoth capable of killing someone in a single hit, I'd make it small enough to fit through a doorway. Zarad, however, did not. Stand a few body lengths behind the doorway (he can punch through it) and fire Melf's Acid Arrow or Enervation into the room to fell the giant without risking



6-8

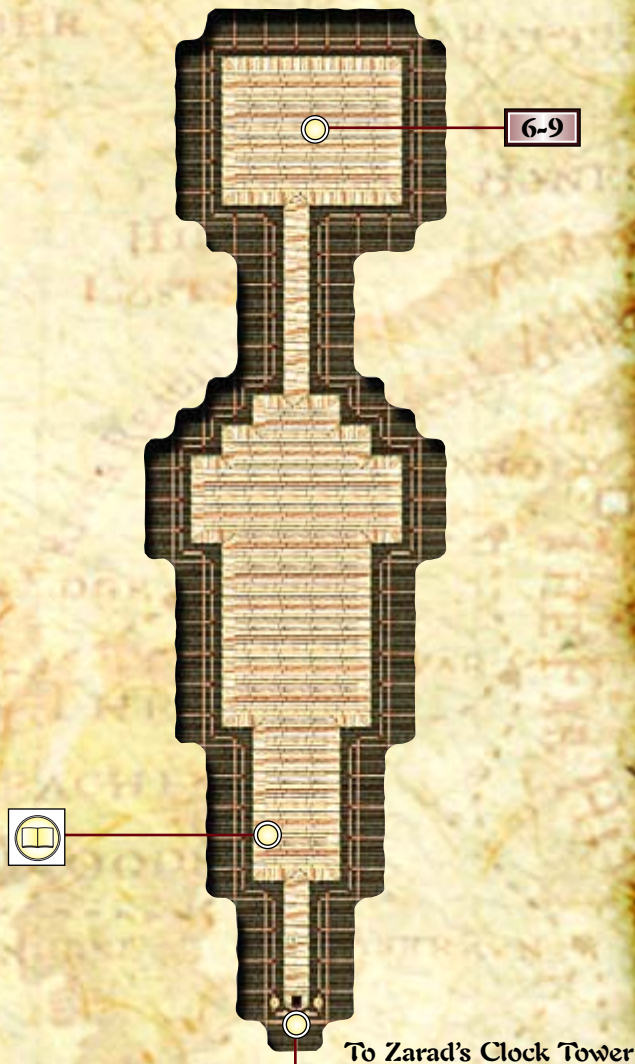
Ysuran's neck. Summoning a bit of undead aid will help speed things up; for some reason, the giant never thinks to attack them. Victory will earn you the **bell tower key**.

6-9

Zarad's Bell Tower

More shades and knights await in the bell tower, but your standard distraction and possession techniques will make for an easy fight—at least until you reach point 9. There you'll see what appears to be a single clockwork knight, but when you approach the chest he guards, an army of shades will join the fight. Fall back to the thin passage south of point 9 and possess the shade closest to you. While he provides a distraction, use Enervation to clear the room. The chest contains the **study key**, which unlocks a door in the room where you fought the clockwork giant. More shades will appear on the way back, but you can use similar tactics to destroy them.

- Area 6: Zarad's Bell Tower -



6-9

6-10

ZARAD

BOSS

As you can imagine, Zarad is not an easy boss to beat. Animate Dead is useless here, but Dark Possession is still great; use it to take control of the first shade he summons and double team him as soon as the battle begins. After taking a few hits, Zarad will start using Mirror Image to make duplicates of himself. Flame Arrow is a good way of hitting multiple images at once to dispel the fakes, but make sure to not accidentally hit your shade (if you do, possess another one).

The more shades Zarad summons, the more difficult this battle becomes. If things get out of control, run back to the room with the save pedestal and Enervate the shades from the doorway. When

they're cleared out, you can start over again. Don't forget to search the real body when it's over; a +4 *Imperial Ice Witch's Amulet* is among its treasures. With that equipped, you may never run out of MP again.

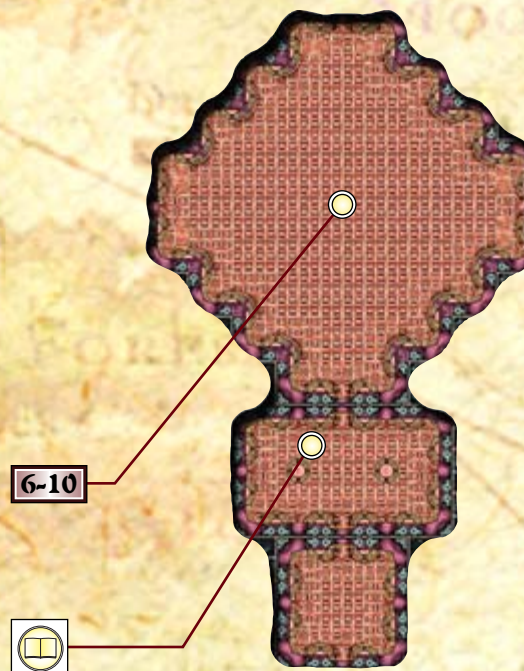


6-10



6-10

- Area 6: Zarad's Study -



TIP

CLASS CHANGE: YSURAN

When you report your success to Omduil, he'll grant you 8,000 experience points and the ability to read the last four spells in your spell book: *Claws of Darkness*, *Shadow Conjure*, *Shadow Spray*, and *Shadow Shield*. They're all fine spells, but *Shadow Spray* should be the first you max out; it's the best boss-killer in the game.



REACTIVATE THE AIR FOUNDATION

AREA 7

THE ELEMENTAL PLAIN OF AIR

ACT III

ENEMIES

air elementals

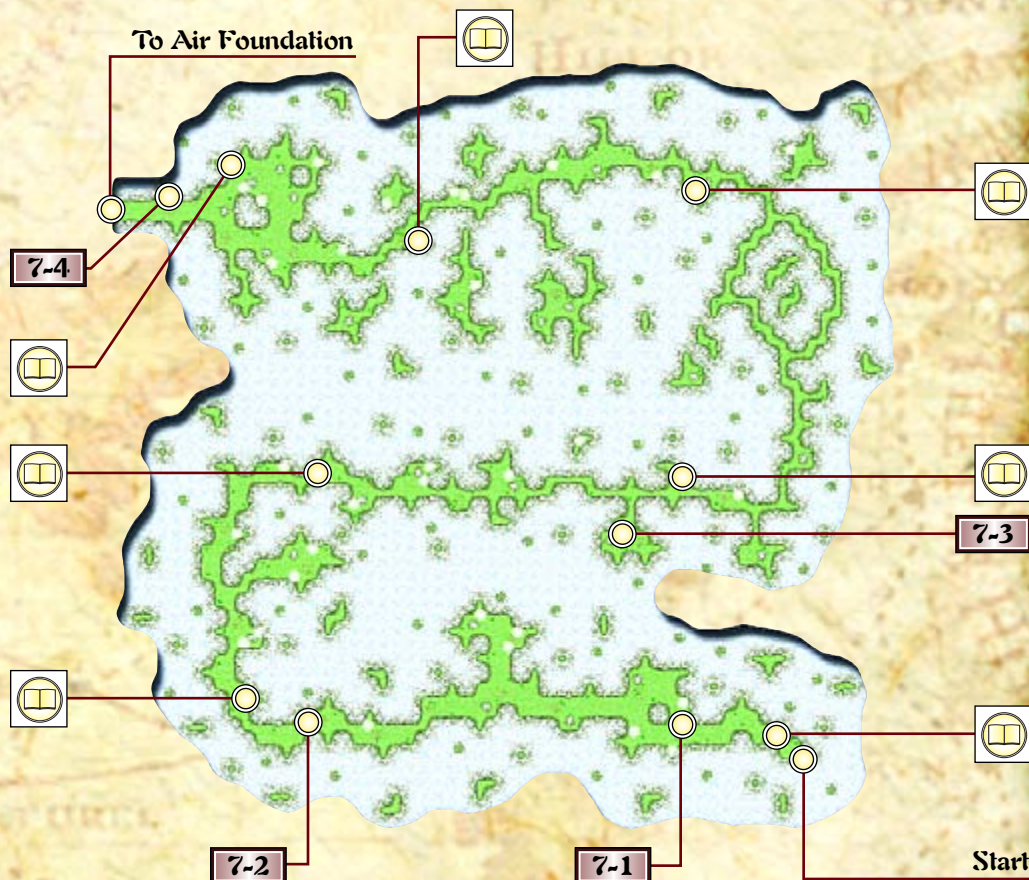
will o' wisps

7-1

Withering the Wisps

You'll need a good ranged weapon for the Elemental Plane of Air, so you may want to craft one at Bartley's workshop before Omduil sends you here. Also keep your best long-range feat at the ready. Will o' wisps make for good target practice, since they're harmless from across the screen but deadly in melee. In the first part of this area, concentrate on your aim and don't let the gentle winds blow you over the edge.

- Area 7: The Elemental Plain of Air -



GENERAL

There are no treasure chests in the elemental planes, but there is loot to be found. In the air plane you'll find them in the little rock spheres that are floating over solid ground. Smash them to reveal the treasure, which will be a topaz gemstone more often than not.



7-1



7-2

7-2

Battling the Elements

Air elementals are just plain jerks. They only have one attack: a boulder toss that does relatively little damage. But it's more than enough to push you off the edge and into the endless oblivion of the plane of air. Shoot them down from a safe distance so you can concentrate on dodging the boulders. And keep away from the edge!

7-3

Treacherous Straits

Shortly before point 3, the narrow trail of solid matter becomes so thin that a single hit from an air elemental is a virtual death sentence. Don't attempt to fight them as you see them; just keep moving until you can reach an island like the one at point 3 (their shots will miss if you're in motion). Save spots are very common in this map, so at least you'll have some insurance against a sudden falling death.



7-3



TIP

BORADOR

TIP

VHAIIDRA

Borador has always known that Stealib is a fantastic weapon for sneaking through those treacherous spots. If Vhaidra has had her class change, she's about it to learn it too. With a few rejuvenation potions, you can walk right through this level unchallenged.



7-4

HABDAZAR DOOMWING

BOSS

- Boss: Habdazar Doomwing -



Kill the zhentarim troop at the north end of this map before you turn your attention to the mounted manticore that's leading the charge. The primary threat is the spell-casting rider who hurls spells at you as you fight, so keep your eye on him (and the skies from which the deadly spells fall) and be prepared to dodge. You'll have plenty of room to dodge spells if you fight at medium-to-long range with long-range feats like Hail of [Whatever] or Bale Arm. The fight is a little lighter if you're battling at close range (a tragic necessity for Allessia). Without much room to move, you'll need to be prepared to block when the manticore rears up to fire a projectile attack of its own.

After you kill Habdazar, jump over to the Air Foundation and activate it. You'll automatically be returned to Omduil's manor, where you'll be rewarded with 5000 gold and 8000 experience.



7-4



7-4



7-4



TIP

YSURAN

For a boss, Habdazar is incredibly easy to distract. Just finish off the zvents, then drop an Animate Dead onto the board. Not only will Habdazar focus entirely on the skeleton, but he'll be almost completely incapable of killing it—due to his reliance on poison and other attacks that are ineffective versus undead.



REACTIVATE THE EARTH FOUNDATION

AREA 8

THE ELEMENTAL PLAIN OF EARTH

ACT III

ENEMIES

earth elementals

rust monsters

umber hulks

8-1

Return of the Rust Monsters

This plane is infested with rust monsters, so you may want to invest in a good wood weapon and studded leather *everything*. You could try dodging them or killing them with ranged weapons, but if you don't want to lose your hand-crafted weapons and armaments, I wouldn't chance it.



8-1



GENERAL

In the elemental plane of Earth, treasure is found in rock cairns like the one shown here. Smash the cairns open to reveal what's inside—piles of gold or, more often, jade gemstones.



8-1



DORN

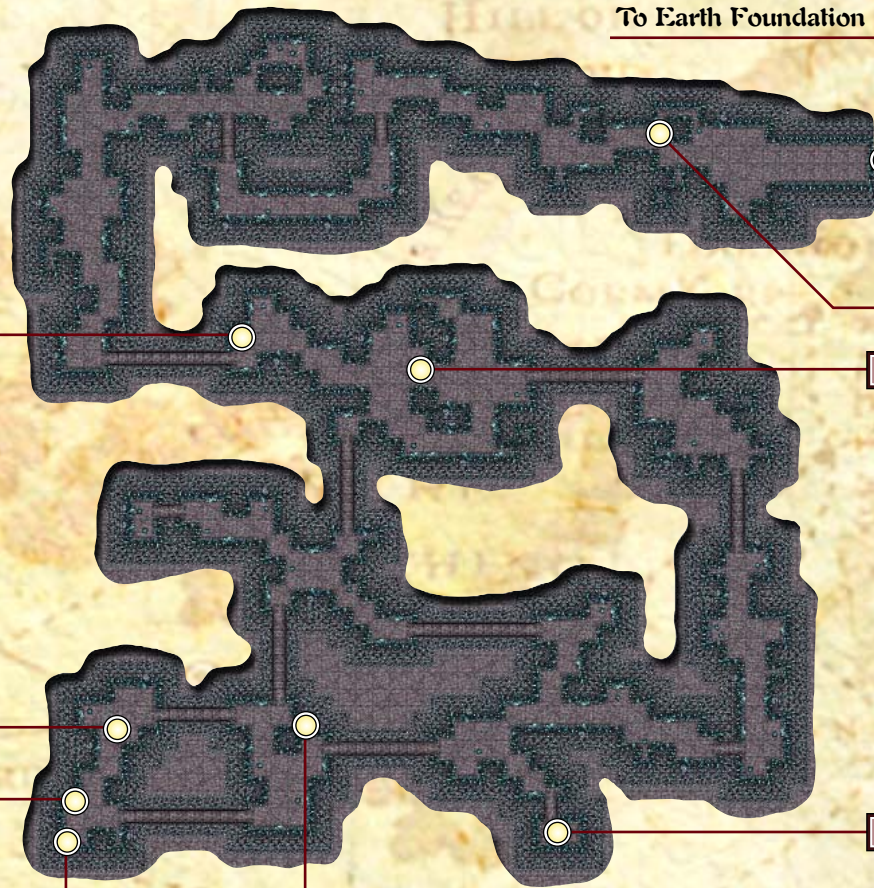
For what it's worth, rust monsters can be charmed with Animal Friendship. It's a little risky, but if you're ever facing a rust monster and another foe at the same time, it's a good way to get rusty to leave you alone while you use some metal against the other enemy.

8-2

Battling UMBER HULKS

You'll need to smash a tunnel through the rock to progress in this area, so keep an eye out for the off-color rocks that will shatter from your melee attacks. The tunnel you bore will lead you right to a very nasty umber hulk—a powerful breed of melee fighter. Fortunately, these goons

To Earth Foundation



Start

8-2

8-4

8-3

are simply too large to fit in the tunnels you make, so it's never hard to find a safe spot from which to shoot them.



8-2

8-3

Jade Gemstone Cairns

There are plenty of detours worth taking in this area, especially if you're fond of collecting gems (and who isn't!). Virtually all of the dead ends will lead to a nook with two or three treasure cairns. Smash them all, and you'll soon have enough jade to make a +5 "of Venom" item of your choice.



8-3

8-4

Fury of the Elements

At point 4 you'll fight the first of only a few earth elementals in this area. They're pretty easy to beat if you immediately engage them in melee combat and try to stay to their right side (they all seem to be left-handed). If they're mixed in with other opponents, always make the earth elementals the priority target, as they have both an annoying projectile attack and a high-speed roll. If you need to use your good weapons to beat them, don't forget to switch back to the wood stuff before you go on, as there are several more rust monsters on the way to the Earth Foundation, and the boss you'll find there probably won't take a dive if you smack her with a stick.



8-4

8-5

LUVIA BLOODMIRE

BOSS

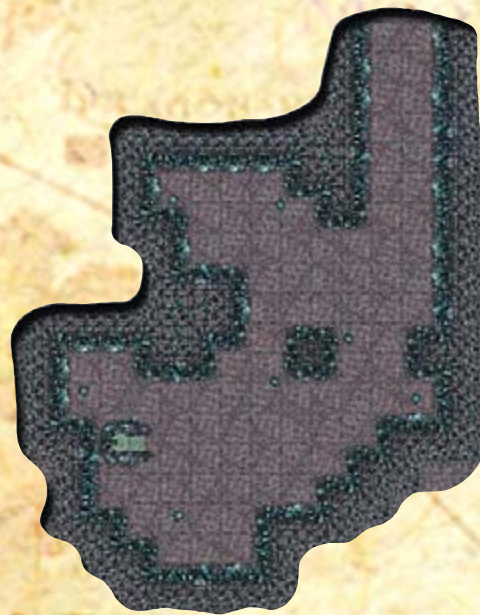
- Boss: Luvia Bloodmire -

Quickly kill all of Luvia's zhentarim escorts, then get within melee range and play ring-around-the-rosy until she drops (she won't be able to throw her little firebombs unless she has a clear shot, which she'll never get). That's just the beginning of this fight; Luvia's second form is much tougher.

The safest way to battle the twisted abomination Luvia becomes is to keep your distance and use projectile attacks to kill her and her swarm of spider babies. Characters without good long-range attacks (Alessia, or Dorn without Bale Arm) may want to rush her instead and use a Barbarian Rage of Flame Strike fueled offense. Once again, you'll need to run around in circles to avoid her poison attack. And keep your hit points high, because she'll get a few in no matter what you do.

After your victory, activate the Earth Foundation

and wait for Omduil to summon you home. Therek is waiting with the usual reward: 8,000 experience and 5000 gold.



8-5



8-5



TIP

COMBAT

To easily finish Luvia's first form, just attract her attention and run back to one of the unbroken rock spires near the beginning. Stand so the spire is between you and her, and it will block all of her projectiles. Meanwhile, you can kill her with spells or thrown weapons (which you can throw past the spire). Hold your position when she dies; often this trick will even work on her second form as well!



REACTIVATE THE FIRE FOUNDATION

AREA 9

THE ELEMENTAL PLAIN OF FIRE

ACT III

ENEMIES

fire elementals
fire fundamentals
zhentarim archers
zhentarim soldiers

9-1

Surviving the Plane of Fire

Both kinds of new enemies in the plain of fire will rush you immediately upon entering this level. Fire fundamentals are annoying, but lack long-range attacks and can easily be dealt with you if you run ahead of them and use projectiles. Fire elementals have projectiles of their own, however, and are the priority target. As with earth elementals, circle-and-strike tactics work well, and you should stay to the elemental's right to avoid its left windmill punch.

To get to the goal, you'll want to head north to the next save point. If you'd like to linger, you can find a treasure chest south of the beginning, but you'll need to skip across a couple small islands in the lava to get to it. Failure can be devastating; two missteps would kill a typical character, so some may want to skip this.



9-1



9-2

9-1



9-5

To Fire Foundation 2

9-3



9-4

9-6

TIP



GENERAL

As you may have guessed, the round grey lava rocks are this plane's smash-'em-for-gemstones treasure objects. But be forewarned: some contain fire fundamentals instead of gems.



9-2

The Second Step

From the second save point, head northeast to continue to your goal—around the end of the river of lava visible on your auto-map. To grab some loot first, loop around the walled room to the west to get to a pair of treasure chests. You can cross a thin land bridge through the lava north of that to find a third chest.



9-2

9-3

Treasure Corner

OPTIONAL

More loot awaits in the northeast corner of this map. There isn't much lava here, but you'll have to fight through a handful of fire fundamentals (and more in the lava rocks) to get to the two chests in the corner.



9-3

9-4

The Zhentarim Ambush

After looping around the lava river northeast of point 2, make your way through a simple maze of walls and over a few easily jumped lava puddles to reach the south-east corner of the map. You'll know you're close when you see the squad of zhentarim soldiers. Duck behind a rock and use Cleave or the like to rip through the attackers, then hunt down the archers and finish them off.



9-4

9-5

The Lake of Flame

Once you reach point 4, you should see the pathway to the Fire Foundation. But before you travel on, treasure-hunters can head due west, leaping across the thin islands of solid ground in the southern lake of fire. Take a moment to observe the lava before each jump; there are occasional geysers of flame in place that mean certain death if your timing is off. Near the save point at the end you'll find three fully-loaded treasure chests.



9-5

9-6

AIZAGORA

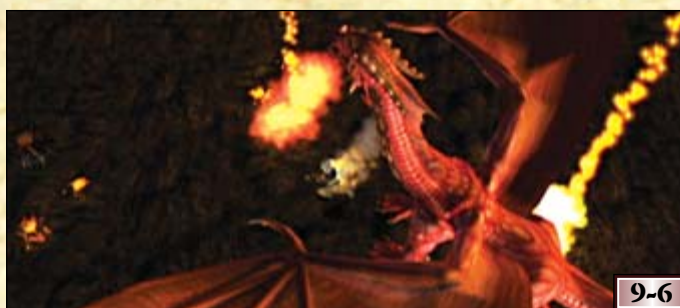
BOSS

- Boss: Aizagora -



Aizagora can breathe fire in wide arcs, shoot fireballs in a half-dozen directions at once, cast heat-seeking magic missiles, and call flame strikes down from the sky... all at once. For your best chance of victory, keep a fair distance away—so Aizagora is partially off-screen, and you're at the very end of her fire arc range. From that distance, her breath can be safely ignored (if it does hit, it won't do much damage), fireballs should be easy to dodge, and you'll see the magic missiles coming from miles away. The only real challenge is staying in motion to dodge the flame strikes (a Sprint in any direction works well) while still getting solid hits in with your best ranged weapon or spell.

When you've claimed victory, activate the Fire Foundation and return to Omduil's Manor for the usual reward.



9-6



9-6

TIP

YSURAN

Have you had a chance to max out Shadow Spray yet? If not, shame on you—it's a fantastic skill to have under your belt. If you have, give it a try here and witness the alarming speed with which it can slaughter an adult red dragon. Be careful, though; you have to get in dangerously close to use it. Murdering dragons on the cheap doesn't always come easy!

REACTIVATE THE WATER FOUNDATION

AREA 10

THE ELEMENTAL PLAIN OF WATER

ACT III

ENEMIES

water fundamentals

white yeti

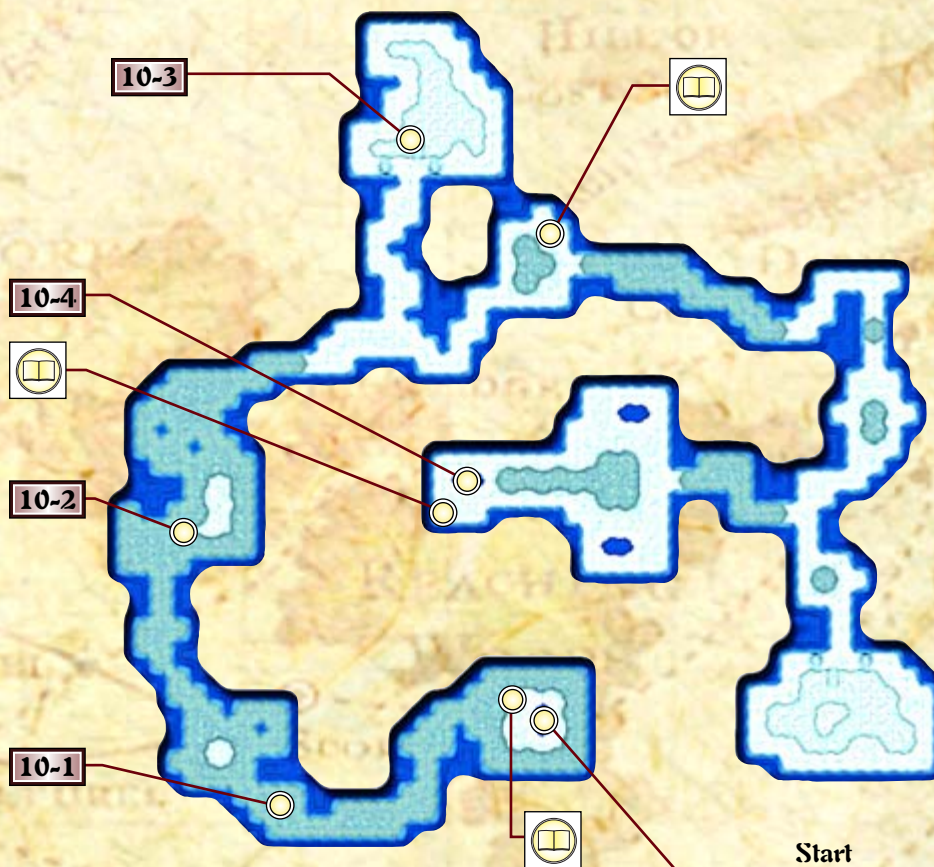
10-1 Battling the Water Fundamentals

It's hard to get lost on this simple map, so all you have to worry about early on are the new water fundamental enemies. They have a medium-range ice breath attack, but you can avoid that by keeping your distance and using ranged weapons. They're very slow, and incapable of closing the gap if you keep moving.

10-2 The White Yeti

At point 2, you'll be rushed by white yeti. There's no fleeing from these speedy foes, but they're not as tough as they look. Block their attacks and retaliate with your best melee strikes. If they don't rush, they're probably planning to throw a snowball; dodge this attack at all costs—the slowdown effect it causes can set you up for a beating.

- Area 10: The Elemental Plain of Water -



10-3

The Ice Pit

If you take the north passage when the road forks, you'll find a shallow ice pit filled with white yeti. Characters with downward-striking attacks (like Flame Strike or Smokepowder Bomb) can kill all the yeti from up top, but there isn't much point in doing so. The only prize the yeti guard is a single gem-holding snowball. A similarly pointless ice pits awaits if you take the south passage the next time the road forks.



10-3



10-4

ILLUDRA

BOSS

The plane of water may have the easiest level, but it has the hardest boss. Make sure you have plenty of healing potions before you dive into the pit by the save spot!

You can't afford to ignore Illudra's tentacles; they'll trap you with their constant hits and get you killed by Illudra's spells. Take them out one-by-one with your best melee strikes and head immediately to Illudra (the witch) as soon as you can. Thrash her with melee combos, but be ready to sprint away when you see her ice strike falling from the ceiling. Alternatively, you can avoid that attack entirely by using no more than two combos each time you strike her. Long-range feats like Bale Arm and Precise Shot also work well.

When the area begins to fill up with tentacles and zhentarim warriors, fall back towards

the entrance to take them out from without interference from Illudra (who won't pursue you). It will take her a while to replace them, giving you an opening to move in and strike. You can also use this safe spot to heal up or refill your MP when necessary.



TIP

VHAIDRA

By now you've had plenty of opportunities to backstab minor baddies, but this is your first reliable opportunity to assassinate a boss. At the beginning of the battle, and any time after, you can use Stealth in the little nook where the battle begins (the tentacles and zhentarim will rarely pursue you here). From there, just sneak behind Illudra, use Arterial Strike, and run back to your safe spot. After giving her time to bleed out, Stealth up and do it again. Good times!

- Boss: Illudra -



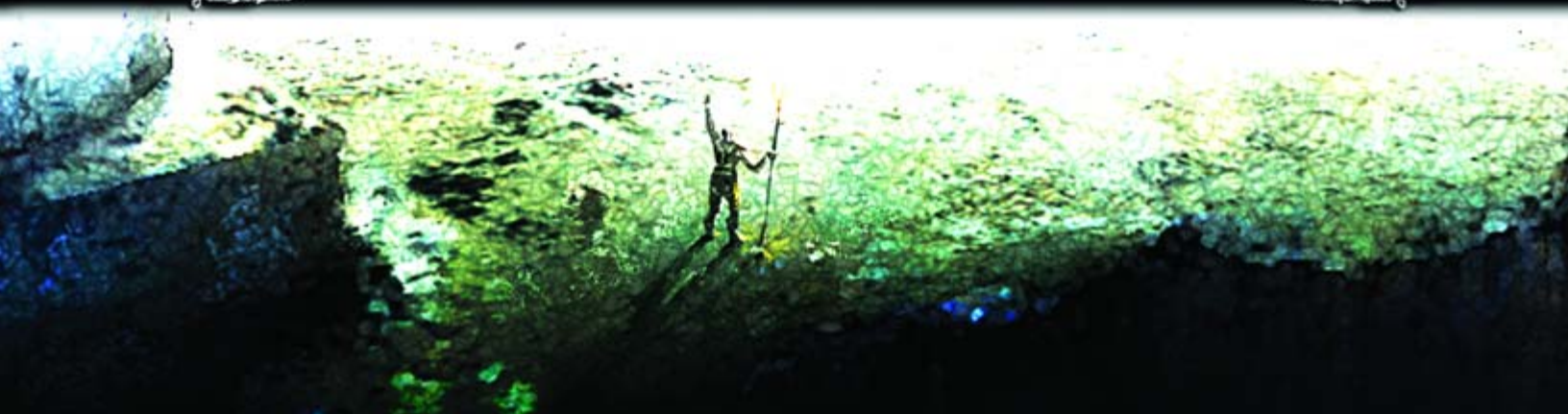
10-4



10-4



ACT IV



DESTROY MORDOC SELANMERE

AREA

1

KEEP OF PALE NIGHT

ACT IV

ENEMIES

ghosts
mummies
shades
undead archers
undead warriors
wraith

When you talk with Jherek and agree to go, Act IV will officially begin.

Bartley's Final Shipment

After Act IV begins, you'll be sent directly to the Battle of Bones. But nothing is stopping you from walking right back out of there and returning to Baldur's Gate, or using a recall potion. If you do return, you'll find that little has changed in town, but Bartley does have new and better stock—treasures such as Grand weapons, full plate armor, and potions of extra healing.

Your New Mission Begins

After activating all four elemental foundations, and witnessing the intermission that follows, your new quest will become clear.



PROVISIONS

BARTLEY'S STOCK

PROVISIONS

OTHER

Extra Healing Potion	750
Extra Rejuv. Potion	750
Recall Potion	450
+4 Grand Ring of Battle	26,400
+3 Grand Amulet of Sorrow	76,180
Amethyst	4,000
Aquamarine	4,000
Diamond	2,500
Coral	2,000
Rune Stone	1,000
Emerald	3,000
Jacinth	1,000
Jade	4,000
Jet	1,500
Moonstone	1,000
Pearl	2,000
Ruby	3,000
Sapphire	2,000
Topaz	4,000

WEAPONS

Grand Staff	320
Grand Dagger	640
Grand Light Mace	1,600
Grand Handaxe	1,920
Grand Short Sword	3,200
Grand Battle Axe	3,200
Grand Shortbow	4,000
Grand Spear	4,800
Grand Long Sword	4,800
Grand Throwing Knife	5,600
Grand Throwing Dagger	5,600
Grand Throwing Axe	5,600
Grand Great Axe	6,400
Grand Morning Star	7,040
Grand Bastard Sword	11,200
+2 Flawless Warhammer of Mighty Cleaving	21,600
+3 Grand Shock Burst Halberd	96,500
+4 Grand Resonating Crossbow	114,300
+4 Grand Warlord's Great Sword	144,000

ARMOR

Half Platemail	6,000
Half Plate Boots	1,200
Half Plate Gloves	1,500
Half Plate Helmet	1,800
Full Platemail	8,250
Full Plate Boots	1,650
Full Plate Gloves	2,062
Full Plate Helmet	2,475
+2 Superior Full Plate Armor	38,500
+1 Grand Half Platemail	30,000
+4 Imperial Assassin's Scale Gloves	112,800



1-1 Unexpected Allies

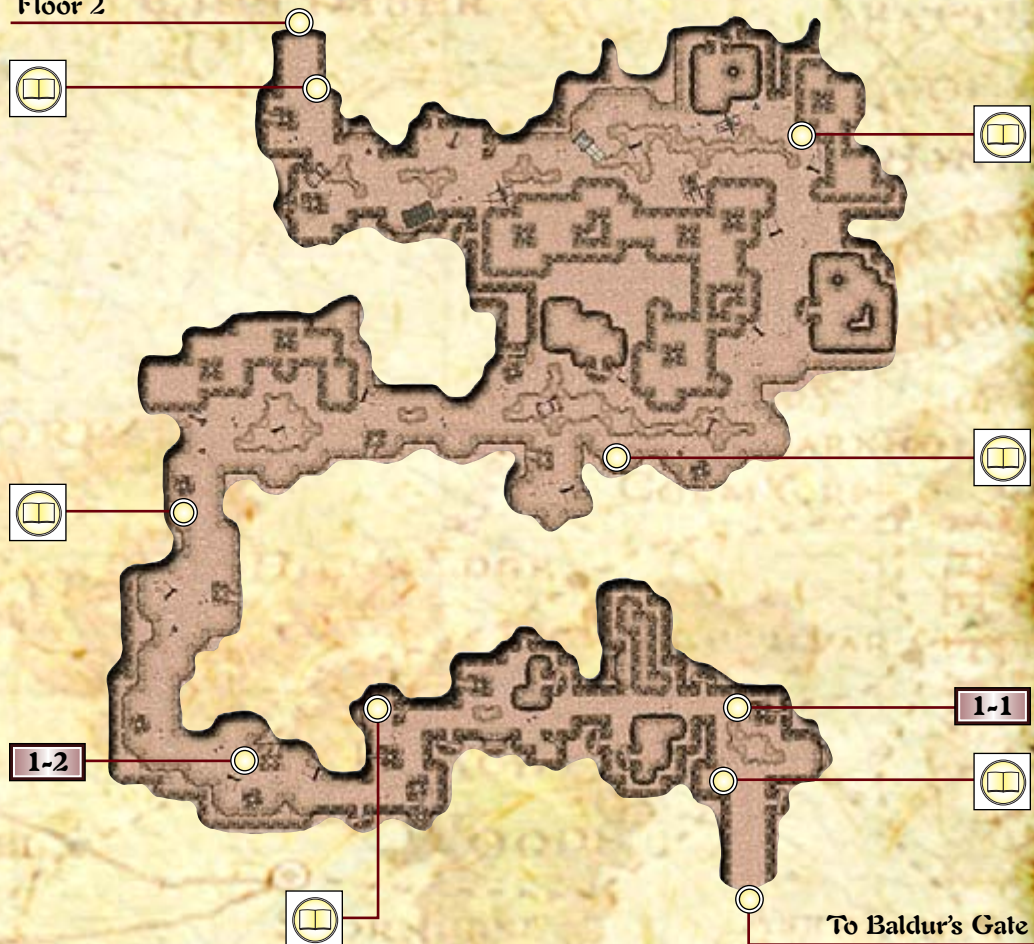
The Battle of Bones is long and tedious, but if you let Jherek and Kharne take all the hits, you won't have much to fear from your enemies! In fact, you can even use Stealth to avoid combat entirely, and you'll still gain the experience for your allies' kills! But if you don't want to spend all day in the Battle of Bones, you should give 'em a hand. Make sure to take advantage of your immortal allies by using them as a barrier to take the hits while you shoot the wraiths with ranged weapons.



1-1

- Area 1: Battle of Bones -

To Battle of Bones
Floor 2



To Baldur's Gate

TIP ALLESSIA

Yeah, you could just use Turn Undead to send the wraiths scurrying, but that just delays the inevitable. Smite Evil is a far better solution; at max level it will off a wraith in one shot 20% of the time.



TIP YSURAN

Make sure you cast Dark Possession while the wraiths are fully materialized. They won't fight on your side, but they will be held for the duration of the spell. Attacks from Jherek, Kharne, and your own pet won't break the spell.



1-2 Rise of the Undead

I hope you have a good blunt weapon on hand, because Jherek and Kharne aren't much use against the skeletons that begin to rise from the earth at point 2 and beyond. If you

don't have any good options at your disposal, you can Recall back and pick up that Flawless Warhammer of Mighty Cleaving at Bartley's, or maybe you'll get lucky and find something in one of the chests and weapon racks just ahead.



1-2

1-3

NIGHTWALKER

BOSS

The nightwalker's deadliest attack is a large purple poison cloud (similar to the goblin shaman's cloudkill) that spells death for anyone who lingers too long in one area. This makes a bad combo (for you) with his use of the Hold spell, so it's important to stay out of Hold range and attack him only with long-range attacks from at least half a screen away. He doesn't have too

many hit points, so you don't need to get too fancy; just use a ranged weapon and keep moving.



COMBAT

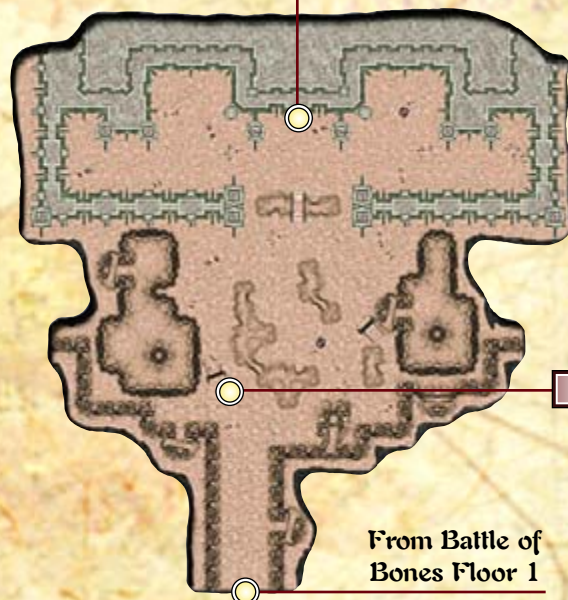
Before you engage the nightwalker, you may want to walk around the south part of this map to lure out the various skeletons and finish them before they get in your way.



1-3

- Boss: Nightwalker -

To Keep of Pale Night



1-3

From Battle of Bones Floor 1

1-4

The Keep of Pale Night

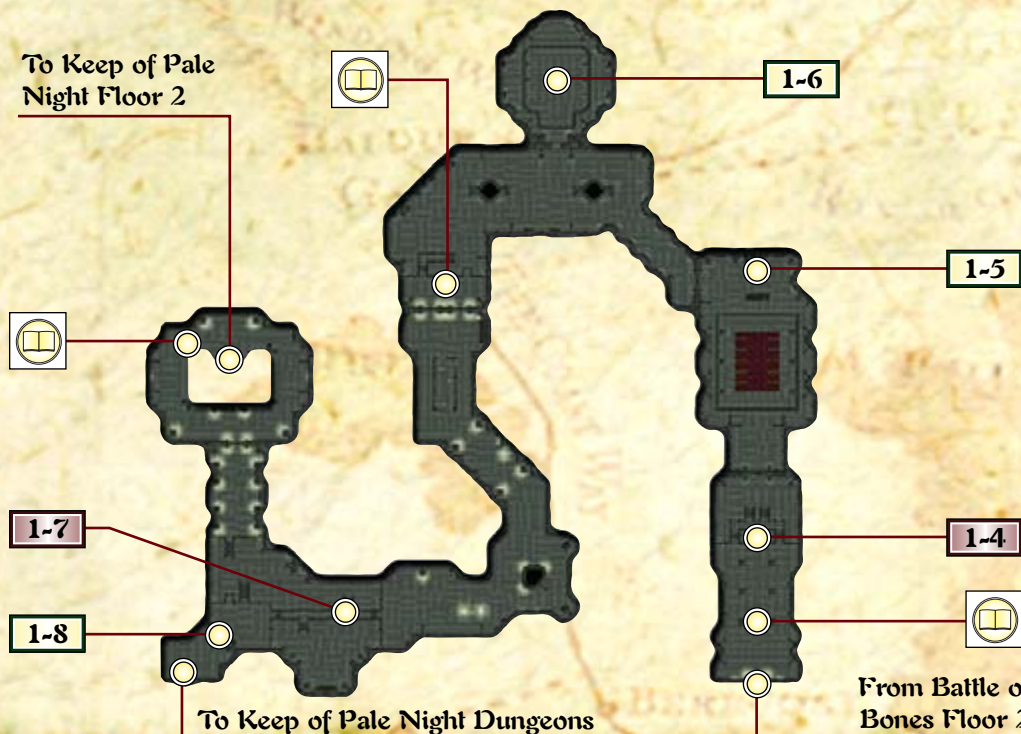
Ysuran became well acquainted with shades during his time in Zarad's Clock Tower, but they're a new enemy for the other four characters. Proceed slowly through the keep so that one of your allies will get attacked first. When that happens, you can take out the shade from behind while it's in mid-combo. Some of the pots in this area can be smashed for treasure, but be forewarned that others merely contain more shades.



1-4

- Area 1: Keep of Pale Night Floor 1 -

To Keep of Pale Night Floor 2



1-6

1-5

1-4

To Keep of Pale Night Dungeons

From Battle of Bones Floor 2

1-5

The Treasure Organ

OPTIONAL

When you play the organ in this room, treasure chests will temporarily appear between the columns along the walls. You can only do this once, and it won't last long, but most characters should have no problem collecting the loot. Allessia, Borador, and Vhaidra can use Sanctuary or Stealth to make it to the chests without interference from the shades (cast it before you play the organ). Dorn and Ysuran will simply have to hurry; they can save time by opening the chests, grabbing the gold, and leaving the ejected treasures to pick up later.



1-5

1-6

Darkness Attacks

OPTIONAL

If you open the chests in this area, you'll be ambushed by a pack of shades that surrounds you as you leave. Sprint out or punch a hole through their circle so you can get past them and destroy the remaining shades—while they're still busy with Jberек and Kharne.



1-6

1-7

The World's Worst Caravan Guard

The thin bridge at point 7 provides a few different options. To its south, you can find a chest, but it's guarded by another "Darkness Attacks" shade trap. To its north, you'll find a hallway that leads to the next floor of the keep. If you continue west, you'll find the entrance to the Keep Dungeons and two treasure chests (no traps).



1-7

1-8

The Keep Dungeons

OPTIONAL

This is a deadly area, but one old school BGDA fans will not want to miss! In a huge room filled with fireball traps, skeletons, and ghouls, you have to find and pull the five levers (marked on the map). Doing so will deactivate the fireball traps and open the prison block in the center of the map.

Inside the prison block, you'll find the three heroes of the original BGDA locked in individual cells. Each will be grateful for the rescue, but give some thought to which one you want to speak to first; only the first one you free will give you a quest to find his or her weapon. (Also, Kromlech doesn't give you the 10 gems the other two do.)

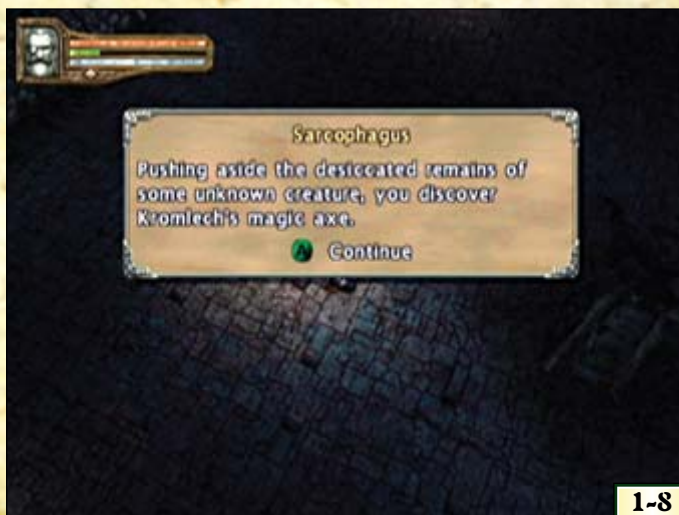
When you've chosen your hero, you'll be given 12,000 experience and 10 gems (unless it's Kromlech, that cheapskate).



1-8

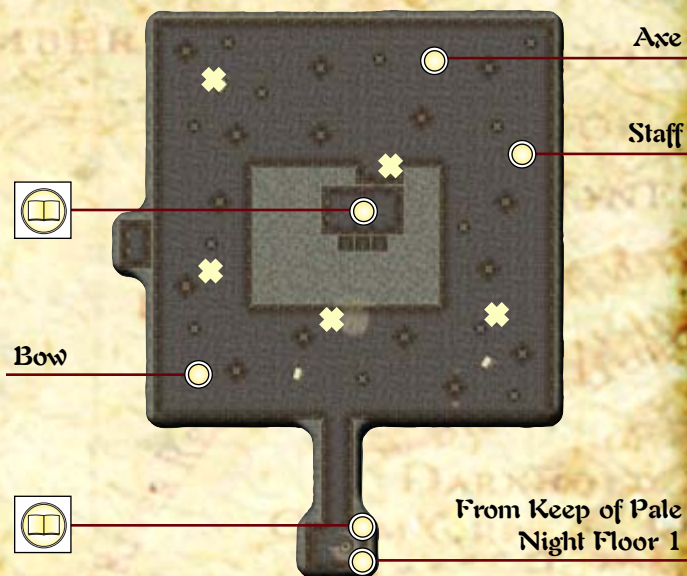


1-8



1-8

- Area 1: The Keep Dungeons -



Axe

Staff

Bow

From Keep of Pale Night Floor 1

The hero you choose will also ask you to find his or her weapon in one of this room's sarcophagi (also marked on the map). Vahn (the right cell) has a +5 Flawless Shortbow of

Wounding; Kromlech (the left cell) has a +5 Flawless Great Axe, and Adrianna (the center cell) has a +5 Flawless Defending Staff.

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ACT IV - DESTROY MORDOC SELANMERE



1-11

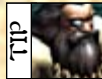


1-11



ALLESSIA

Even a low-level casting of *Spiritual Weapon* is a potent distraction here; it won't take Mordoc long to kill your little sword, but you can get several solid strikes at his back while he's messing with it. *Flame Strike* is not effective against Mordoc, but it will make short work of his bats. One other surprise: If a night-walker wanders in, you can now use *Turn Undead* to temporarily send it running.



BORADOR

Borador has a long battle ahead. By keeping at medium distance from Mordoc and attacking with *Precise Shot* or *Hail of Bolts*, he'll be safe from Mordoc's dangerous melee attacks. However, opportunities to land hits will be rare. If you have a poison or wounding cross-bow, use it to get in some extra damage.



DORN

Barbarian *Rage* is the key for Dorn. It has no drawback, since his attacks are generally unblockable anyway, and you should easily be able to do enough damage to wipe out any life he steals from you if you circle him counterclockwise. If you ever cross his sword arm, you will get hit—so be careful. Just keep a few potions on hand and an eye on your life bar.



VHAIDRA

Vhaidra has it a bit easier than Borador, thanks to poison. Poison is surprisingly effective against Mordoc (you can either use the *Poison* feat or just hit him with your *Hissing Knives*). While the poison slowly saps his health, keep him at medium range and use projectiles to get in a few more hits.



YSURAN

Once again, *Animate Dead* comes to the rescue. Cast it as soon as you lure Mordoc to the southern part of the map, then back up your undead buddy with *Shadow Spray* for a surprisingly easy victory.



Intro

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DESTROY THE ONYX TOWER

AREA 2

MORDOC'S GATE

ACT IV

ENEMIES

blue steel golems
brass golems
bronze golems
gargoyles
steel golems
zombie

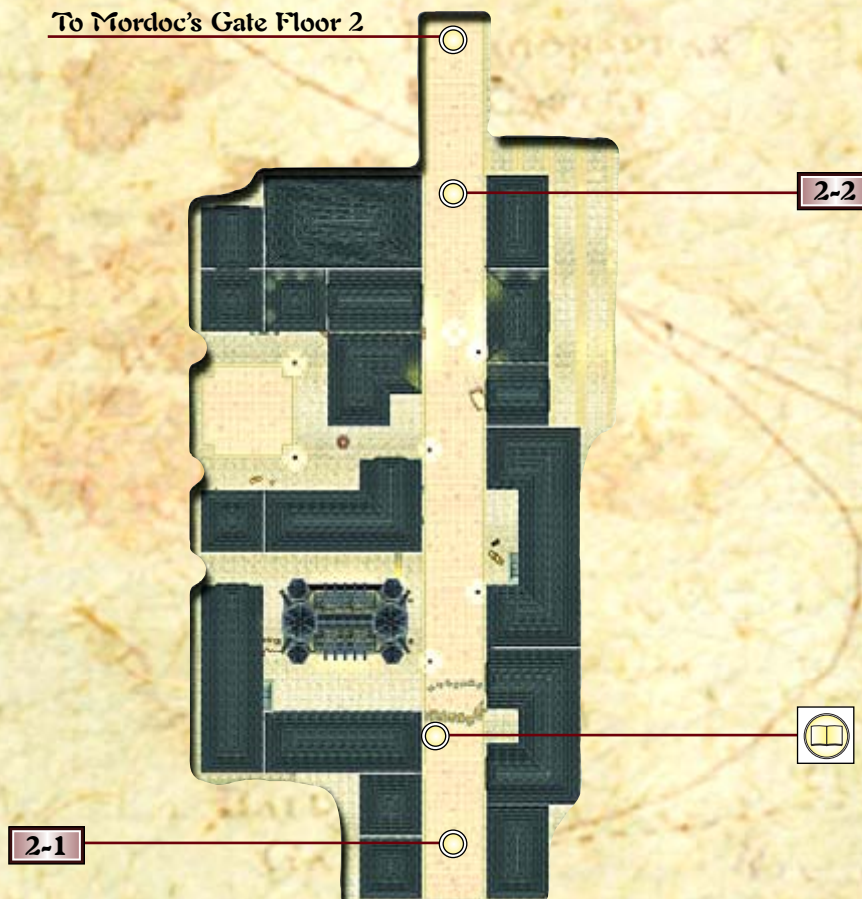
2-1

The Ruins of Baldur's Gate

Baldur's Gate may be aflame, but Bartley isn't going to let that affect his business. Stock up if you want before you leap over the crate barricade—though you can still Recall here if necessary. The only enemies in "Mordoc's Gate" are zombies, which are easily killed or avoided. Although, let's be honest—zombies were made for killing! Nothing puts a brain-sucking punk in its place like a boot to the skull. After you get your kicks, proceed. There's nothing down the side roads, so run straight ahead until you see Randalla.

- Area 2: Mordoc's Gate -

To Mordoc's Gate Floor 2



2-2

RANDALLA

BOSS

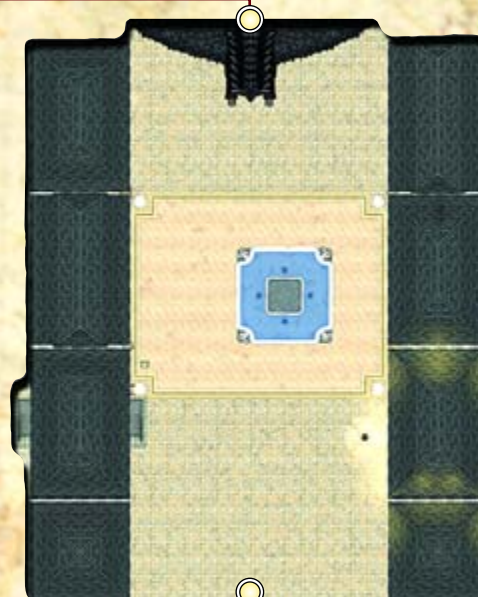
Whenever someone makes time to change into “evil” clothes during a disaster, you can pretty much assume they’ve been bitten by a vampire. Surprise, surprise... Randalla attacks as soon as you enter the second part of Mordoc’s Gate. Fortunately, she’s very easy to beat if you use melee cir-

cle-strike tactics. She does have one ability that’s alarming; the power to Cure Wound herself back up to full life at any time! So don’t mess around with long-range attacks or fancy strategies; anything other than a constant circle-strike onslaught could give her an opening to heal herself.



2-2

- Boss: Randalla -
To Onyx Tower



From Mordoc's Gate

2-3

The Onyx Tower

There are no puzzles to solve or hidden doors to find in the Onyx Tower; the only trick is surviving. The battles here are the hardest in the game, because the enemies are numerous and there is little room to maneuver. Borador, Vhaidra, and Alessia should avoid combat by using Stealth and Sanctuary whenever possible. Everyone else should pretty much just run for it, unless they're about to level-up and need a bit more experience.

The gargoyles have a long-range fireball spell, so try to engage them at close range when possible. The golems are easily defeated with circle-strafe tactics, but finding space to circle them is difficult in this cramped level. When you have a large group of enemies on your tail and can't

make it to the exit, try to find a pillar you can stand behind while you fight your foes—to prevent their long-range attacks and keep them from ganging up on you. Alternatively, your best strategy by far is to simply run to the exits and dodge anyone in your way.



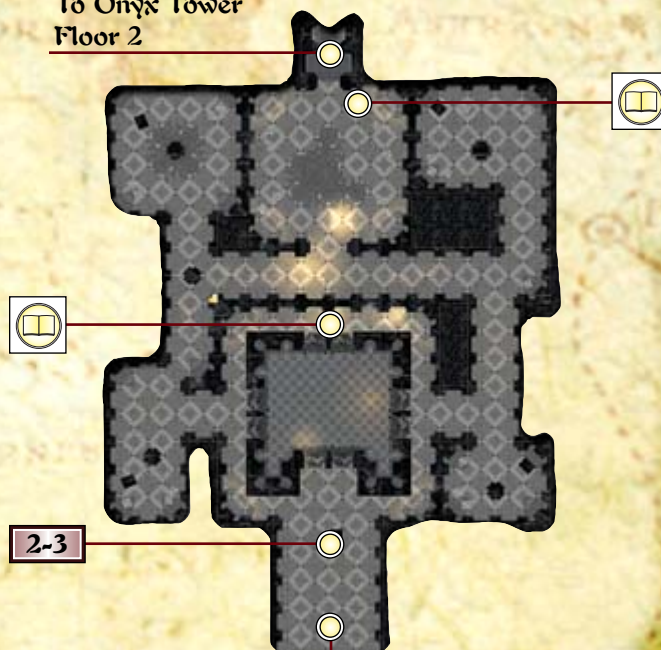
2-3



2-3

- Area 2: The Onyx Tower Floor 1 -

To Onyx Tower
Floor 2



From Mordoc's Gate

- Area 2: The Onyx Tower Floor 2 -

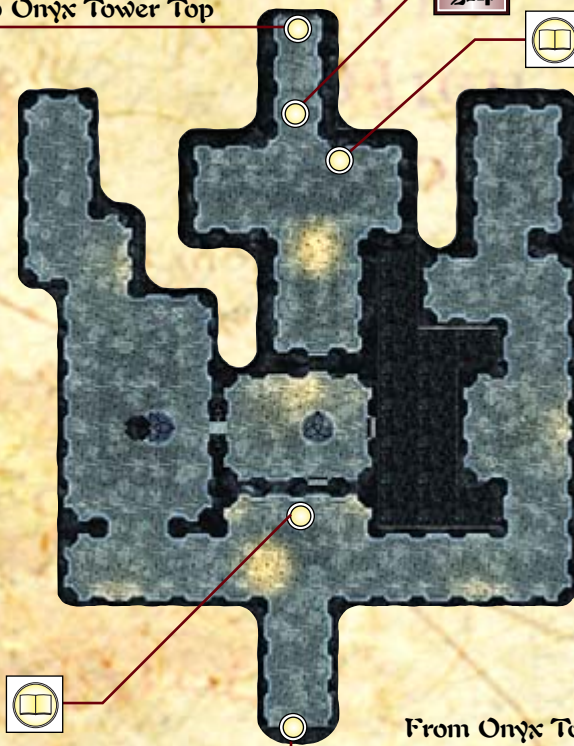
To Onyx Tower Floor 3



From Onyx Tower
Floor 1

- Area 2: The Onyx Tower Floor 3 -

To Onyx Tower Top



From Onyx Tower
Floor 2

2-4

XANHAST

BOSS

At first glance, Xanhast seems incredibly dangerous. His melee attacks are powerful, he's a good blocker, and he has a longrange life drain attack that will suck your health and replenish his own if you try to use ranged weapons or feats. But he has one giant weakness: all of his melee attacks are easily blocked. Use a weapon configuration that allows you to block well, turtle up, and retaliate after his flashy attacks miss. Pull off this tactic and you're in for an easy victory.



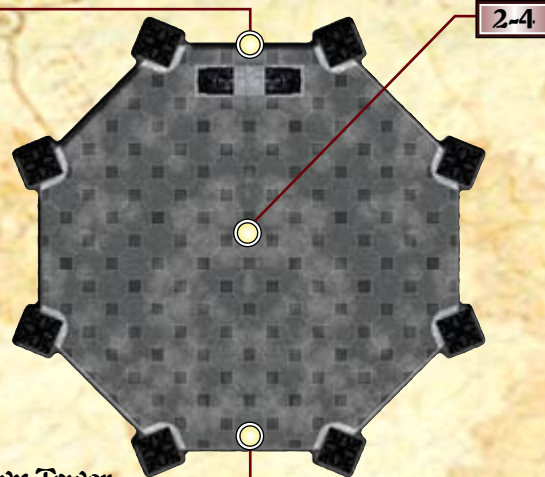
2-4



2-4

- Area 2: The Onyx Tower Top -

To Plane of
Shadow



To Onyx Tower
Floor 3



YSURAN

I know I've never, ever mentioned this before, but did you know that you can use Animate Dead in boss fights to completely distract your enemy while you cheaply kill them with spells like Shadow Spray? Yep, it's that tip again!



GENERAL

Before you hop into the portal to the shadow plane, return to the third floor of the Onyx Tower to save! There's no other save point before the final boss.



2-5

MORDOC SELANMERE

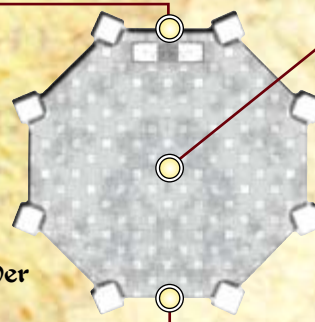
BOSS

Mordoc is much harder this time, but the fundamental strategies that each character used last time are still their best option. There is, however, one very big twist this time: Mordoc's Shadow. When you see the all black version of Mordoc appear on the battlefield, kill it immediately. While the shadow lives, it will heal Mordoc a

set amount of health at random intervals. So if you ignore it and continue to fight Mordoc, his life bar will probably rise faster than you can damage him. The shadow won't stay gone for long, reappearing every 15 seconds or so, but the damage you deal during that time will be permanent if you vigilantly keep it off the field.

- Area 2: The Onyx Tower Shadow -

To Plane of Shadow



To Onyx Tower Floor 3



2-5



2-5

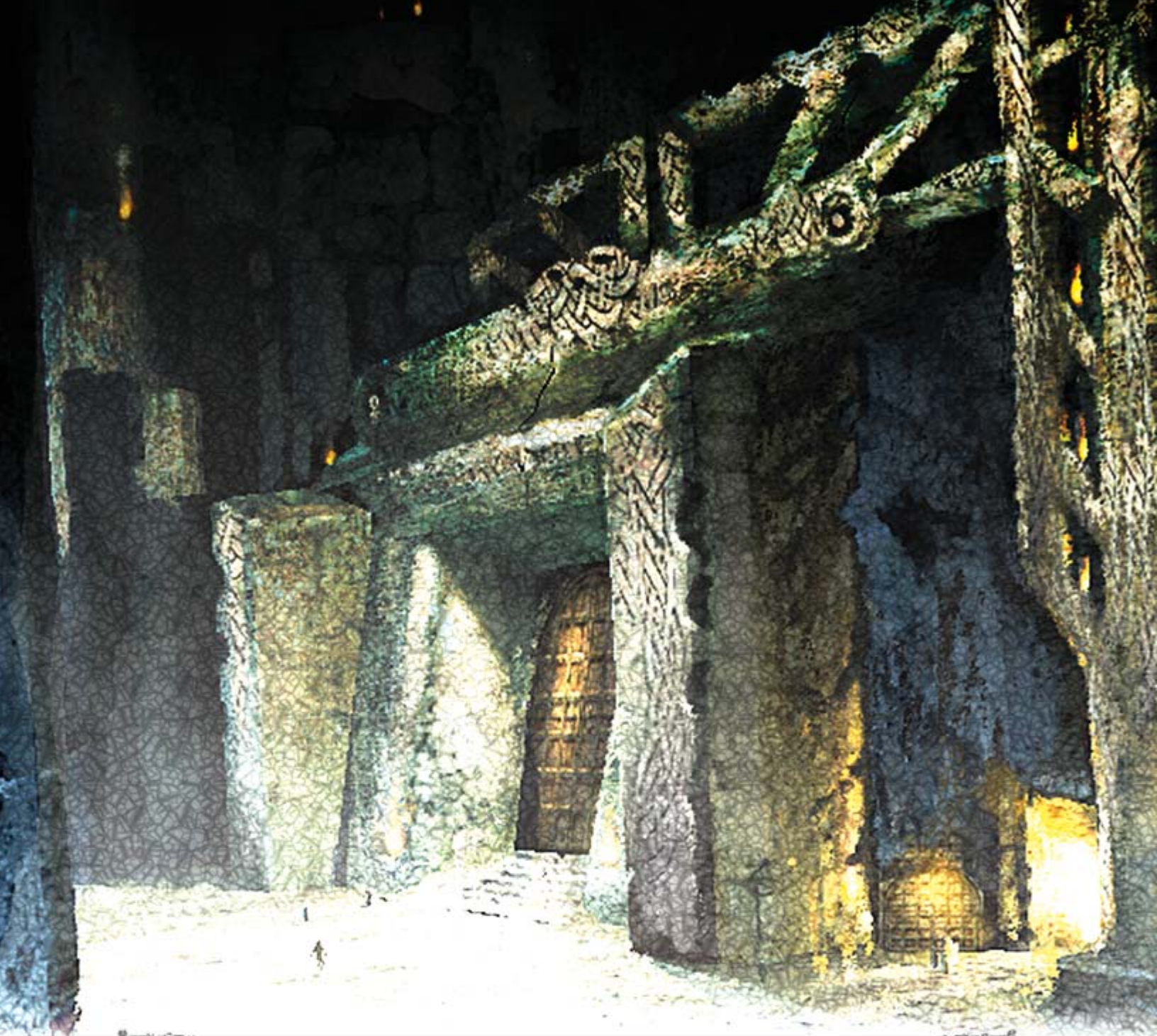
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SECRETS



SECRETS OF BGDII

There are a number of secret features to be found in *Baldur's Gate: Dark Alliance II*. The following section offers everything you need to unlock these hidden aspects of the game. *Note: Cheat codes can only be activated within a level—not from the menu screen.*

PLAY AS DRIZZT DO'URDEN

After you beat the game, start a new game in the easy, normal, or hard difficulty modes. Scroll to the right as you choose your character—after Alessia, Drizzt's name will appear.

If you didn't know, Drizzt is the legendary Drow hero of several R.A. Salvatore Forgotten Realms novels. He begins the game at level 16 with his trademark blades, **Icingdeath** (a +3 Frost Scimitar) and **Twinkle** (a +5 Defending Scimitar), and a suit of **Mithral Chainmail +4**. You can't ever replace these items, but you can equip other armaments and accessories. Drizzt can use a few exclusive feats, like Otilluke's Ice Sphere and Repulsion.



PLAY AS ARTEMIS ENTRERI

After you beat the game in extreme mode (with any character), you'll be able to select Artemis Entreri. If you don't want to beat the game again, you can use the invulnerability and warp codes below to cheat your way to the end of the extreme mode with the character you built last time.

Artemis Entreri is an assassin, and Drizzt's arch-nemesis. Like Drizzt, he begins at level 16, with his trademark weapon, **Charon's Claw**, and a **Defending Dagger**. He's also packing a suit of +4 **Grand Leather Armor of Thunder**. As an assassin, his feat selection is similar to Vhaidra's after her class change—plus the exclusive feat **Ash Blade**.



UNLOCK EXTREME DIFFICULTY MODE

After you beat the game, you'll be able to choose "Extreme" on the difficulty select screen when you start a new game. The extreme difficulty mode is much harder than the normal difficulty mode, but you get to start with an existing character imported from one of your save files. That character will have the usual starting funds

and equipment, but will retain all of the levels they've earned and feats they've learned.



INVULNERABILITY AND WARP

The invulnerability cheat option allows you to play the game without losing any health. The level warp cheat option allows you to access the level warp menu, from which you can warp to any level in the game. The levels are listed by abbreviated names, but they're roughly in the same order they are in the game.

For Xbox

Press and hold the left and right triggers and Y, A, B, and X buttons. While continuing to hold them, push the START button.

For PS2

Press and hold L1+R1+triangle+square+circle+X. While still holding them, press START.



LEVEL-UP CHEAT

The level-up cheat sets the level of your current character to level 10, grants the character 45 feat points and gives that character 500,000 gold pieces. You can only do it once per game, but if you'd like to do it again (to get more feat points or gold), save your game, reload the game, and do it again. Note that if your level is higher than 10, it will always be set back to 10.

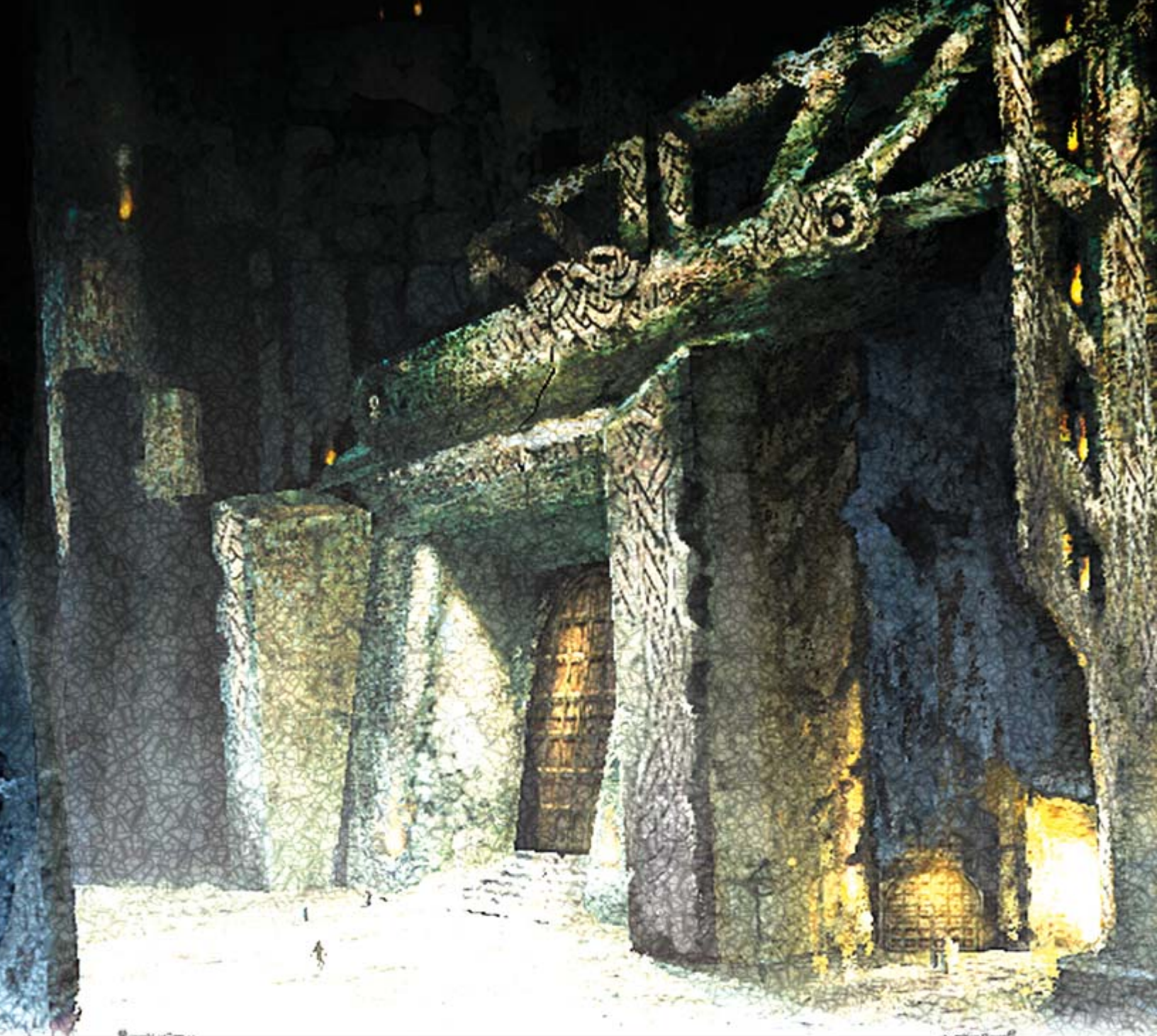
For Xbox

Press and hold the left and right triggers and Y, A, B, and X buttons. While continuing to hold them, push the white button.

For PS2

Press and hold L1+R1+triangle+square+circle+X. While still holding them, press 1.2.





GALLERY





Intro

Characters

Workshop

Walkthrough

Extras